FIRST PANZER DRAGOON II PICTURES INSIDE!

MEAN MACHINES SEGA

$6.50
66.00 Asch
9,650 LIRE
FEB NO. 48
£2.50
02
9 770967 901023

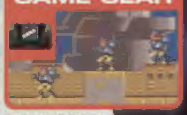
DARKSTALKERS II

VAMPIRE HUNTER

EXCLUSIVE!

DARK SAVIOR

NO SCRATCH CARD?
SEE YOUR NEWSAGENT


GAME GEAR
GUNSTAR HEROES

MEGADRIVE
PGA TOUR '96

SATURN
BAKU BAKU

SATURN
TOSHINDEN

SATURN
STREETFIGHTER ALPHA

MEGA DRIVE 32X

MEGA-CD

POWER-UP FOR £99.99 EACH

Now for just £99.99 each, 32X and Mega CD can transform your Mega Drive into a whole new console. With advanced technology for bigger and faster games, better graphics and improved sound. All enhancing the in-home gaming experience.

For 32X games include the incredible Virtua Fighter, FIFA '96 and Kolibri. While Mega CD offers the awesome Eternal Champions, Shining Force and Wirehead, together with complete audio CD capabilities. And you can still play your old 16 bit Mega Drive games too. It's the Megabargain of the year. Miss it and weep.

SEGA the GAME IS NEVER OVER

NOW AVAILABLE AT MOST LEADING VIDEO GAMES STORES

MEAN MACHINES IN JAPAN

This month's issue brings you the sights, sounds and fishy smells of the Japanese capital, as well as exclusive interviews from Capcom and Climax, the Goliath and David of Saturn development. November was a big month for Sega, with the Big Three virtual games making the running over there. Tokyo was also the scene of a very tentative roll-out of Nintendo's new 64 machine, with two (count 'em) incomplete games. We, on the other hand, have considerably more Saturn reviews inside.

YOUR GUIDE TO TOKYO

NERIMA
The Toshimaen amusement park and scene of the Sega Saturn show.

SHINJUKU KU
Fujisan's high-rise headquarters. Climax's low-rise offices.

AKHIHABARA
The 'Electric Town'. A cluster of games and high-tech electronics stores. Unbelievable gear on display.

TOKYO BAY
The venue for Disneyland and the new development of Makuhari. The exhibition hall held the Nintendo Shushinkai show.

SCRATCH CARD CLAIM DETAILS

For those of you who may be missing a card, here's a legally-obliged reminder just for you... You could have won one of 20 Sega Saturns, each with a copy of Virtua Cop!

How to claim your prize:

Complete the form below. Send your winning scratch card and completed form to: Saturn Scratchcard competition, Marketing Department, EMAP Images, 30-32 Farringdon Lane, London EC1R 3AU. Winners will be notified by post by 13th February 1995.

SATURN SCRATCH CARD COMPETITION FORM

I enclose my scratch card revealing three 'HIT' symbols.

Name:.....

.....

Telephone no:.....

Important

In order to claim a Saturn and Virtua Cop you must have revealed three 'HIT' symbols on your free scratch card.

You may only claim one Saturn and Virtua Cop per winning scratch card.

We advise that you send your winning scratch card and form by registered post.

Employees of EMAP Images, the card reproducers and printers of the scratchcard, their families and associates, are not eligible to enter this competition. No cash alternative to the prize is available. No entries received after the closing date (22nd January 1995) will be accepted. No correspondence will be entered into by employees of EMAP Images in all matters relating to the competition. By entering you agree to take part in any post-event publicity. Entries with defaced or altered scratch cards will be disqualified. No purchase necessary. Write to EMAP Images Marketing Department and a card will be scratched on your behalf. Cards scratched on request are limited to one per enquiry.

CONTENTS

COVER STORY

CAPCOM FEATURE 18
Gus reports from Tokyo on all the latest from software supremos Capcom. Marvel over Darkstalkers 2, go mental at Street Fighter Alpha, and wet your pants as he talks to some really important Japanese bloke about games.

PREVIEWS

GHEN WAR 30
Sega's own 3-D shoot 'em up touches down in our preview, and we're ready with the crappy headlines. 'Come aghen!' etc.

TRUE PINBALL 32
Ocean take their first tentative steps into the Saturn market with this impressive table-top flipperfest.

THE HORDE 34
Plant some trees and build a town and then see it all destroyed when the Horde invade. Explanation on page 34.

BLAZING DRAGONS 36
A point and click adventure from SMG, with loads of speech by some ponce.

CYBERIA 38
More virtual drama as the Saturn conversion of this acclaimed PC title reaches our offices.

FEATURES

DARK SAVIOR 24
The people behind Shining Force bring us their first Saturn RPG, and discuss programming in Japan
MEAN MACHINES EXCLUSIVE

THE CREAM OF SEGA 88
The MEAN MACHINES team (even the girls) pick their favourite games from 1995, and comment some more to the cat.

REGULARS

EDITORIAL 6
Gus went to Japan, Claire went to France, Lucy went to Morocco, Marcus went to Texas, and Steve went to the toilet. Another month at MEAN MACHINES.

NEWS 8
The latest gossip from Japan, with exclusive pics from top titles never before seen on these shores. The pages the competition reads. And weeps over.

STEVE'S TIPS 40
Steve emerges from the Nintz dungeon, dragging a sack of top tips.

VIDEO CD 10
The popcorn and Pepsi crew cast their eyes over the latest films.

BUT WAIT 90
Previously imported games now available on the 'Happy Shopper' label.

MEAN YOB 92
Beware Yob's gob – it's sucker crunching time.

Q&A 94
Just don't write in asking why Gus still hasn't got a new photograph.

MEGAMART 96
More strobing yellows and greens – please buy something soon.

NEXT MONTH 98
Adios amigos.

REVIEWS

MEGADRIVE

PGA TOUR GOLF '96 80
Don the plus fours, pull on the spiky shoes and tug your caddy as EA welcome you to something of a novelty: a completely redesigned sequel.

POWER RANGERS 82
Just when you thought it was safe to come out of the spandex tights, the Power Rangers return to torment you in crap game hell.

VR TROOPERS 83
More colourful lycra endurance.

MS PAC MAN 84
The first in a double bill of Pac Mania this issue kicks off with a conversion of the classic Eighties coin-op.

PAC PANIC 85
Another load of yellow balls star in this Tetris/Pac identity crisis.

SATURN

X-MEN: CHILDREN OF THE ATOM 50
MEAN MACHINES EXCLUSIVE
There are all forms of genetic mutations with assorted special powers in the MEAN MACHINES office. And some X-Men on page 50.

TOSHINDEN 54
Playstation owners should be warned: your best titles are emigrating to Saturn. See the first 'traitor' squirm under our rigorous review spotlight.

VIRTUA COP 58
Part Two of the Big Three. And in keeping with the tradition it's pukka. The most fun you can have on the right side of the law.

SEGA RALLY 64
Have we ever mentioned the Big Three? Well the complement is complete with this driving sim that's more exciting than a spin down to the shops. The MEAN MACHINES review.

WORMS 68
Small pink things with attitude. See how hard yours can get.

BAKU BAKU 74
Claire's favourite game of all time challenges you to keep your dinner down.

F1 LIVE INFORMATION 78
The Japanese version of Murray Walker is revealed to everyone in his full yabbering glory. Oh, and you get to race some cars as well.

HANG ON GP '95 79
The time old classic is revamped for the Nineties. "Get your motor running..."

32X

DARXIDE 72
MEAN MACHINES EXCLUSIVE
The 32X lives on! Witness the power of the most popular machine in history as David Braben brings you...3-D Asteroids!

GAME GEAR

GUNSTAR HEROES 62
Gus picked this up this little gem while foraging in the Far East. Years of a snip if you know a sound importer.

EDITORIAL

Getting to go to Japan is a rare privilege, particularly if you are into games, as Tokyo is unquestionably the games capital of the world. What happens in Japan affects all Saturn users, because the machine has a larger installed base and more developers there than in Europe and America. From what I saw I came back happy and assured about the Saturn's future. In the last month we've seen four games that should drive Playstation owners mad with envy: Rally, Cop, VF2 and X-Men, which won't be coming to the Sony machine for some time. On Japanese telly, the Sega adverts come thick and fast, and in the games shops, Virtua Cop was flying off the shelves. But it's in the arcade the Sega's domination is most apparent. VF2 is an institution there, and Sega's new machines; Fighting Vipers, Sky Target, Cop 2 and Indy 500 crowd out most of the competition. These titles will undoubtedly come to Saturn. Even Capcom have anointed the Sega machine as the console for users who want home conversions, and are thus about to provide an awesome conversion of Darkstalker's Revenge. If you've got a Saturn this Christmas, congratulations. You'll be able to take part.

GUS

GAG OF THE MONTH

Morecambe and Wise reigned supreme as television's premier comedy double act for over thirty years. Few have even approached the genius that made their Christmas shows some of the most popular programmes in British television history. We revisit this national institution now, paying respectful tribute to Eric and Ernie...

The two friends are settling down for the night. As Ernie prepares to turn out the light he turns to Eric and offers him a word of warning.

ERNIE: You'll have sciatica in the morning.

ERIC: No I won't, I'll have Shredded Wheat like everyone else.

TURNING JAPANESE

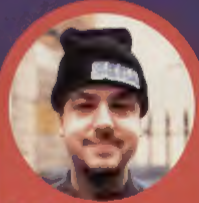
The MEAN MACHINES team look east to the Land of the Rising Sun and share their thoughts on nice things from Nippon...

GUS

If there's one thing our globetrotting editor likes about Japan it's free holidays there. Karaoke comes a close second. "It's my favourite Japanese export," he says. "I consider Summer Nights from Grease and Erasure's Chains of Love to be my finest turns." More unfamiliar delights from his recent visit include a particular soft drink. "There's this stuff called C C Lemon which you can get out of vending machines in the street – it tastes great." Let's not forget that Tokyo is the city where street corner vending machines similarly dispense disposable pairs of knickers. Gus claims not to know what they taste like.

CLAIRE

"Hebereke's my favourite Japanese thing!" beams MEAN MACHINES geisha girl Claire, bouncing up and down and clapping her hands. "I like it because it's full of sweet furry animals and cute blobby things. Japanese grub's alright as well – cracker snacks are cool. They're little crunchy things made out of seaweed and stuff." There are, however, painful skeletons lurking in Claire's closet. "Years ago a boyfriend bought me a bonsai tree for Christmas. Sadly, I finished with him a few weeks later and the tree suddenly died. It was really spooky because they're supposed to live for hundreds of years. Do you think calling it Mildred was a mistake?"



MARCUS

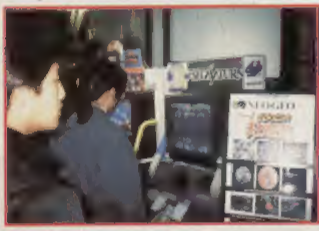
"Godzilla would probably be top of my Japanese hit parade," Marcus decides. "However, an honourable mention must also go to the classic Japanese martial arts show Monkey. Winter evenings in the otherwise grim 1970s were enlivened by the antics of the mischievous Monkey god and his trusty friends Sandy and Pigsy." Marcus's eyes mist over as memories of badly dubbed chopsocky get confused with his favourite Godzilla film, Destroy All Monsters. "Do you remember the bit where Monkey head-butted Mechagodzilla and sent him crashing into that flying saucer? They don't make them like that any more." Shame.

TOKYO NIGHTS

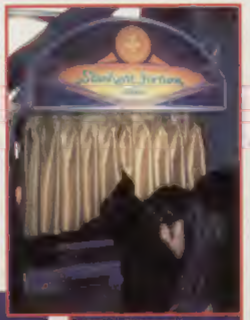
Yes, it's that time of the evening when your most annoying relative talks you through the 'highlights' of their foreign trip. Yawn. This is the bit where Gus gets out his holiday snaps. Let's get it over with....

Dave Upchurch from Nintendo Mag 'researching' Patchinko with his expenses.

The heart of the Japanese countryside. Busy, isn't it.



In the Akihabra district the games stores have demo units outside, where games are demo'd up to a fortnight before release.



One of the weird Sega coin-ops. This one is for girls, and dispenses Mystic Meg-style horoscopes.

LUCY

"I've got a Japanese pussy," reveals Lucy. "It's very brown and furry and everyone in the office likes stroking it." Lucy's toy cat Tiddles was a present from Tokyo, and is currently her favourite Japanese object. Sadly, Lucy's new furry friend has failed to find favour at home. "My landlord told me he thought it was mingling and wouldn't let me keep it in the house, so I've let it stand guard over my computer." Actually, just between us, all this landlord stuff is a bit of a fib – Lucy's got a boyfriend, but she doesn't want anyone to know she's going out with someone because she wants to get as many love letters as Claire. So it's our secret, OK?

STEVE

"Well they're crap at football," grumbles Steve when asked about his favourite Japanese thing. "Gary Lineker used to play over there – does he count?" Finding anything else Steve likes on any subject at all is clearly something of a struggle, seeing as the best he can come up with is his local Japanese restaurant. "It's the only place where you can eat a burger with chopsticks," he grins. "My local Chinese take-away is a good laugh as well because the bloke that serves you is so small he has to stand on a box to see over the counter. And down my road there's a chippie where..." Yes, thank you.

Many thanks to Woody at Virgin for organising the trip, which has allowed me to witness the many inscrutable ways of the east. People don't get shoved onto tube trains but everyone is very polite and the department stores still have bell boys in the lifts (except they're girls). The telly is crap, probably the worst in the world: it's either sumo, sushi or a panel show. You shouldn't blow your nose in the street, holes in the road are dug and filled in within the space of a night. And if you want chips, you ask for 'Filed potsto'. Seriously.

HONOURABLE HONCHOS

EMPEROR
Steve 'old Marvel' Merrett
GRASSHOPPER
Angus 'backhander' Swan
GAISHA GIRL
Claire 'Sega satin' Coalthard
PAGODA POG
Marcus 'fifth Beatle' Hearn
MADAME BUTTERFLY
Lucy 'supermodel' Hill
KARATE KID
Steven 'Daniel-san' Key

FREELANCE SAMURAI
Jaime Smith
NINJA ASSASSIN
Lisa Merrett
VANISHING CUTIE
Tina Hickey

SPECIAL THANKS TO: Sam Forrest, David Hanks, Keith Mason, Eileen Peters (thanks for dinner) and Ann Williams.

GUS THANKS: Woody at Virgin, Warren and Gary Harrod and Maximum magazine, Kan Naito, Dave Upchurch and Tad Yamaguchi at Capcom.

EDITORIAL/PAGODA: EMAP Images Ltd, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU
TELEPHONE: 0171-972 6700
FAX: 0171-972 6701
PRINTING BY: Cooper Clegg
COLOUR: Sarah-Jane Leavey, Gary Lord and Sarah Best
DISTRIBUTION: BBC Frontline
PRINTED IN THE UK
© EMAP Images 1995

COVER: Vampire Hunter by Steve Kyle.

All artwork from Vampire Hunter and Street Fighter Alpha is © Capcom 1995. All rights reserved.
Artwork from X-Men: Children of the Atom is © Marvel Entertainment Group Inc and Capcom, 1995. All rights reserved.

SUBSCRIPTION & BACK ISSUE ENQUIRIES
TOWER PUBLISHING
TOWER HOUSE
SOVEREIGN PARK
LATHKILL ST
MARKET HARBORO
LEICESTER
LE16 9EF
TEL: 01858-468888

SUBSCRIPTION RATES (12 ISSUES INC P&P)
United Kingdom and BFPO: £30.00
Overseas Surface Mail: £36.00
Airmail Europe and Eire: £42.00
Airmail Zones 1 & 2: £66.00
Airmail Zone 2: £69.00

Back issues UK: £3.50 each
Back issues, rest of world: £4.99 each

MEAN MACHINES SEGA is the exclusive copyright of EMAP Images. Any duplication, transmission or use of any of the text or pictures contained within these pages without prior permission of the publishers will result in legal action.

COMPETITION RULES
Employees and suppliers of EMAP IMAGES and their relatives are not eligible for competitions. There is no cash alternative for any of the prizes on offer. And you can forget those multiple entries too, fella!

NEWS

FULL OF EAS PROMISE

PANZER DRAGOON 2

PANZER DRAGOON 2

BY SEGA

SATURN

RELEASE SPRING 96

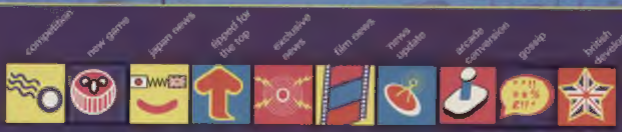
ORIGIN: JAPAN

The big game of the show, but surprisingly underplayed, with only a video of the early levels shown on some unmarked monitors. When MEAN MACHINES got back we demanded more information from Sega, who promptly produced this very early disc. The most arresting feature is the new ground-based sections of the game, which imitate the fantastic FMV intro of the original. The same four-direction viewpoint system is retained, but the game is made less linear by building in different routes for you to choose. Although the graphics of this early version may look basic, the movement is fantastic, showing the progress made in Saturn programming since the first Panzer Dragoon.

Intro sequence promise becomes gameplay reality in Panzer Dragoon 2.

We've shaken up the news section, by adding more information and a gratuitous icon 'key' system that looks quite cool whilst remaining completely superfluous. Study the little pics and index them to each story for the sexiest news desk layouts in console-magdom

KEY



STERN

MEAN MACHINES was in Tokyo last month, and found time to visit a Saturn consumer show being held in Yoshimaen Amusement Park, in the northwest Nerima area of the city. Although the show was open to the general public and the games exhibited were mostly due for imminent release, there were a couple of surprises, including the first showing of Panzer Dragoon 2. MEAN MACHINES, as far as we know, was the only British Sega mag there.

ROBO PIT

ROBO PIT

BY ALTRON

SATURN

RELEASE: JANUARY

ORIGIN: JAPAN

This bizarre game has received some attention in Japan and had its first outing at the show. It's a 3-D battle game set in polygon arenas, but has more in common with Namco games like Cybersled than VF2 or Tohshinden. You take on a variety of armed stinkies and anthropomorphised shapes in a slickly produced 3-D game unlike anything else on the format.

THE TOWER

THE TOWER

PUBLISHER: MAXIS

SATURN

RELEASE: DECEMBER

ORIGIN: JAPAN

Maxis, the master craftsmen of simulation games, were showing the completed version of The Tower, known on the PC as Sim Tower. The gameplay is similar to the successful Sim City, but the mechanics now involve high-rise buildings and their functions. The Tower doesn't look like much, but Maxis games are always strongest on long term playability.

KING, THE SPIRITS

KING, THE SPIRITS

BY ATLUS

SATURN

RELEASE: DECEMBER

ORIGIN: JAPAN

Someone with a grammar problem and a yearning to create a Ridge Racer clone is the person behind King, The Spirits. This sports car driver produced mixed emotions at the show, because although it has no strikingly poor features, it looks rather sad next to Sega Rally. Like Rally, it has a two-player split-screen mode.

ROAD RACER

ROAD RACER

BY JVC

SATURN

RELEASE: DECEMBER

ORIGIN: JAPAN

Road Racer wants to be Ridge Racer so much. Playing this, we saw big red sports cars, polygon tracks and large buildings and a fair amount of speed. But the graphics are grey and dull, and the high roadside fencing is like that bit of the M6 going through Birmingham.

DEVIL'S COURSE

DEVIL'S COURSE

BY T&E SOFT

SATURN

RELEASE: DECEMBER

ORIGIN: JAPAN

T&E have done Pebble beach and US Masters on the Saturn. Now they imaginatively choose Hell as the venue for their next golf game. Despite the volcanoes, fire and brimstone, shadows of the Valley of Death etc. this seems to add very little to the other two games.

HAT TRICK HEROES

HAT TRICK HERO

BY TAITO

SATURN

RELEASE: DECEMBER

ORIGIN: JAPAN

Taito bravely attempt a football game on the Saturn, and one using a colourful simplistic perspective like their arcade games. There wasn't the time (or frankly, the inclination) to get into this one at the show, but for Europeans weaned on the sophisticated Fifa, Hat Trick looks a bit childish.

GAME OF LIFE

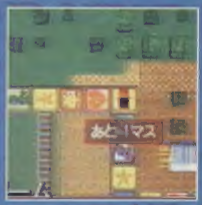
GAME OF LIFE

BY TAKARA

SATURN

RELEASE: DECEMBER

ORIGIN: JAPAN



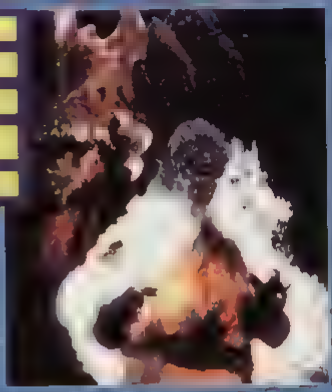
Bizarre. You may know of a board game called 'Game of Life' which has a funny number spinner and lots of little plastic buildings. Lo and behold, a Japanese version of this crusty cardboard entertainment turns up at the show. Unlikely to ever set foot outside Japan, and just what the hell do Takara think they're doing?

CREATURE SHOCK

BY DATA EAST

DECEMBER

GODZILLA



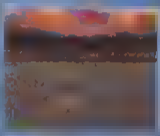
Dweeb.

An Australian Expression
For People Who Toss Gum On The Street.

GUM. ...ENJOY IT. WRAP IT. BIN IT.

QUALITY NOT QUANTITY

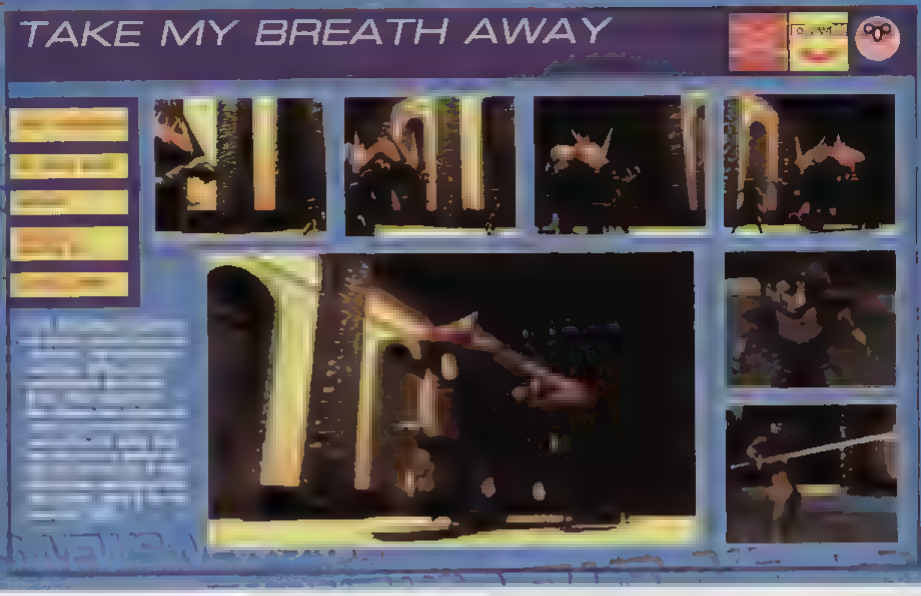
MAGIC SPONGE



THOR BLIMEY

OPEN SEASON

KNIGHT GAMES



HOSER.

A Canadian Expression
For People Who Toss Gum On The Street.

GUM.....ENJOY IT. WRAP IT. BIN IT.

SEGA RETRO COMPO!

Encouraged by their recent success blagging a Saturn and a 32X for Mean Machines compo, Tim, Warren and Steve decided to pull the old bottomless cat apart once more for another raid on Sega's goodie lockup.

Crossbleg, Virtua Cop-style, behind a pushing cruise full of Master Systems, the gang waited for the dustcart to arrive. Before the dustmen could peak the crates and head for the landfill site, they were knocked out and their vehicle commandeered. With Tim at the wheel, Sega's warehouse [illegible] were rain-ridded. Steve and Warren fed the wing [illegible] their wrong combo with everything they could find. [illegible]ssacre, the awful truth dawned – this was the wrong [illegible]! All the Saturn gear was packed in a lockup on the [illegible] side of town – the dustcart was visiting this place [illegible] it was where Sega stashed their old rubbish! [illegible] with a ton of lost gear they had to climb back, the [illegible] decided there was only one option – a competition. So here it is! [illegible] chance to win a ton of brand new stuff from yesteryear – the cream of Sega's vaults.

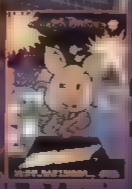
[illegible] one of these classic goodies, send us [illegible]. If your answer is one of those [illegible] your [illegible] our prize bundles. Or nicked for handling [illegible] goods.

Simply tell us:

HOW MANY HEDGEHOGS DOES IT TAKE TO CHANGE A LIGHT BULB?

Put your entries on the back of a postcard or sealed envelope, and send them to our editorial address marked: SPIKY FUN. All entries must be received by second post on 29th [illegible] 1996. The usual competition rules apply and [illegible] entries will be fed to Tim's [illegible]

The top ten funniest answers will win a prize – the amount of stuff you get lumbered with depends on how many chortles you raise in the office. Good luck.



FIRST PRIZE:
A Megadrive
A Sega wobble hat
A Sega turntable slipmat
A Sega lunch box
A Mega-CD
2 Sega 6-fire red control pads
A Sega turntable slipmat
3 XL Sega t-shirts (Ristar, Lifeguard Potential and Wibbons)
A Sega lunch box
A pair of Sonic roller boots (size 5)
James Pond III
A Sega turntable slipmat
3 XL Sega t-shirts (Ristar, Lifeguard Potential and Wibbons)
A Sega lunch box
A 12" Sonic the Hedgehog single
2 Game Gear games (Sonic Chaos and Sonic triple trouble)
A Sega turntable slipmat
3 XL Sega t-shirts (Ristar, Lifeguard Potential and Wibbons)
A Sega turntable slipmat
3 XL Sega t-shirts (Ristar, Lifeguard Potential and Wibbons)
THE REMAINING FOUR WINNERS WILL EACH RECEIVE A RISTAR T-SHIRT.

Wuss

A Brooklyn Expression
For People Who Toss Gum On The Street.

GUM.....ENJOY IT. WRAP IT. BIN IT.

VIDEO CD REVIEW

We cast a critical eye over the latest Saturn-compatible Video CDs...

SHALLOW GRAVE (1995)

The release of this acclaimed movie three months prior to its appearance on sell-thru VHS is quite a coup for the developing Video CD format. A day after a mysterious stranger (Keith Allen) moves into a shared house he dies of an overdose, leaving the remaining three flatmates with a series of dilemmas – how do they dispose of the body, and what do they do with the suitcase full of banknotes the stranger has left behind? This BAFTA-award winning film really highlights the very best low-budget British film-making has to offer, and the best in Video CD with some well-packaged, well encoded discs. Recommended.

GAMESMASTER HOME SPECIAL

If Channel 4 screened this after your bed time then here's your chance to join Dominik Diamond, Patrick Moore and, er, Dave Perry for a look at the goriest and perviest games around. If you overlook the programme's curious slant towards the Atari Jaguar and such 'well-known' titles as Katsumi Ninja then it's actually quite amusing. Freed from the shackles of early evening transmission, the programme takes on the character of an annoying younger cousin who sits in the corner of your room torturing a small pet with a pen knife. Good fun, but already slightly dated content-wise and marred by some poor encoding.

STAR TREK V: THE FINAL FRONTIER (1989)

While William Shatner's direction of the fifth Trek film was taut and largely well-paced, the story he co-devised left a lot to be desired. The Enterprise and its crew are commandeered by a renegade Vulcan who uses his enormous mental powers to guide the ship to a rendezvous with God. I'm sure it won't be ruining too much to reveal that the bloke they all eventually meet isn't completely bona fide. What would God need with the Enterprise anyway? The TV show-style plot, together with an over-intense Kirk/Spock/McCoy relationship, conspire to make this hard work. These pan and scan discs are for Trekkers only.

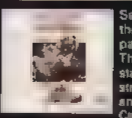
PENN AND TELLER – DON'T TRY THIS AT HOME

In case they've passed you by, the bizarre Penn and Teller are American magicians who specialise in dangerous stunts and illusions which have earned them a certain infamy and an expulsion from the Magic Circle. This US-originated programme links their most outrageous feats of large scale and close-up magic into a cabaret-style show that would probably turn Paul Daniels blue. Especially when they tell you how it's all done. There is an attraction in using the Saturn's freeze frame to figure out how someone can survive being run over by a lorry, but the dodgy encoding is frustrating.

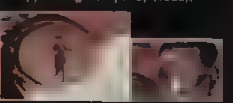
THE POLICE: OUTLANDOS TO SYNCHRONICITIES

These well produced discs illustrate The Police's development from pseudo-reggae outfit to sophisticated stadium-fillers by highlighting their best live performances. The footage comes from a variety of sources (television shows, ropey concert films and the band's own Super 8 films) and what could have been a mish mash is smoothed out by interlinking interviews with band-members Andy Summers, Stewart Copeland and Sting. Unlikely to sway anyone who doesn't remember the group, but current Sting fans would be well advised to take a look.

THUNDERBALL (1965)



Sean Connery's fourth outing as James Bond was the series' first in widescreen, which makes these pan and scan discs something of a disappointment. That aside, the remastered print quality and encoding standard is good across this film, which depicts 007's struggle to prevent the unseen Ernst Stavro Blofeld and his Italian mafia henchman Emilio Largo (Adolfo Celi) capturing a nuclear bomb and holding the world to ransom. This adds some superb underwater photography into the usual mix of guns, girls and gadgets, and the Tom Jones theme is a classic. Philips have also issued the disappointing Octopussy (1983). Further James Bond Video CDs will be available in 1996.



you can't buy this.

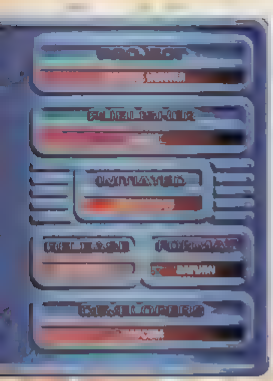
About to buy a new games machine?
Is it worth waiting?
Yes.
32 bit CD machines are fine, but they don't cut it where it really counts.
They just don't have the power.
This does. 64 bit power. Nintendo Ultra 64.
The speed of silicon cartridge.
Not CD s - l - o - w.
You can't buy it yet.
After all, nothing this good comes easy.
But do you really want something less powerful?

Nintendo

NINTENDO ULTRA 64

WAIT FOR IT...

™ and ® are trademarks of Nintendo Co., Ltd. ©1995 Nintendo Co., Ltd.



It's twelve hours from London, Tokyo is arguably the greatest city of the Far East, a bizarre Christmas tree metropolis symbolising the world's most dynamic economy. And Tokyo is to games what Rome is to religion. Gus was making the pilgrimage along with two other EMAP journalists, courtesy of Virgin, with the specific privilege of visiting Capcom - one of the game industry's biggest and most enduring companies.

Capcom will be best known to MEAN MACHINES readers as a producer of arcade games and home conversions, but in Japan the company has a wider sphere of influence with a substantial merchandising business and arcades of their own. In the game stores book sections you'll find comprehensive anthologies of Capcom artwork, or detailed guides to Darkstalkers and Streetfighter Zero (Alpha in the UK). The company has also dabbled in film and animation, in an effort to strengthen their Streetfighter brand. Quizzing them on their reaction to the movie produced a blank and rather lukewarm response. And until this point in time, this seemed to be their response to next generation consoles, with nothing except a conversion of the unfortunate Streetfighter The Movie game. But things are on the rise, and Capcom's might is emphatically demonstrated by their skyscraping offices on a 43rd floor of a high-rise in the heart of Tokyo. MEAN MACHINES are the first foreign journalists to visit Capcom since they made the move from Osaka, on the west of the Southern island, to the Shinjuku-ju area of Tokyo. The R&D department for both arcade and home projects is still based there, although the head of planning, Mr Minami was available for interview through their press representative, Mr Yamaguchi. They were most eager to talk about their next Saturn games to be released through Virgin in the UK. Vampire Hunter and Streetfighter Alpha, fighting games that push back the frontiers of Saturn combat gaming. And that frontier has only just been set, by Capcom's own X-Men Children of the Atom, reviewed this month..

CAPCOM SPEAK

Gus and Gary Harrod from Maximum magazine put the following questions to Akio Sakai of Consumer Sales [illegible] Minami [illegible] ning [illegible] Capcom [illegible] sion. [illegible] extended version of these questions will be found in issue three of Maximum magazine.

Q: Looking at your planned release schedule, your lineup for Saturn seems to differ from Playstation [illegible] titles we think are [illegible] tional console owners bracket.

Q: Will this affect the cost of games you produce for the console?

[illegible] more of these arcade games, the [illegible] gets for this.

Q: Does this mean we won't see the conversion of Playstation titles like Biohazard [illegible] polygon RPG called Resident Evil in UK?

A: Well, we think that Saturn hardware is not so good for polygon 3-D games like Biohazard, and is more suited to 2-D games. There would be problems involved in converting to the Saturn, but we are considering it.

Q: How long does it take to convert your CPS II Capcom's arcade board games from coin-op to Saturn?

A: It takes about a year to convert each game from one to the other. There are various pro-

VAMPIRE HUNTER

CREEPING HORROR

[illegible] have a stiff upper lip for horror games [illegible] was just as [illegible] the classic Ghouls and Ghosts, a platform shoot 'em up that was a major arcade hit in 1987 and later a Megadrive classic. Later their attention turned to the huge success generated by Streetfighter. But as the direction of Capcom games is defined by the influence of their R&D department a return to horror and [illegible] as they put it, "creatures existing in the subconscious" led to the development of Darkstalkers in the arcade in 1994. Darkstalkers uses the popular monsters from folklore across the [illegible] and reproduces them in a [illegible] manga style setting with sumptuous 256 colour backdrops and [illegible] curious hand-drawn animation. The attraction of using totally original characters is the freedom to animate and characterise as they desire. Contrast this with their Marvel titles X-Men and Marvel Super Heroes, where the consent of Marvel (not always easy to obtain) was required at each stage of the design process. Capcom also contrast Darkstalkers with gruesome games like Mortal Kombat. Despite the horror theme, there is little gore within the game. This is only partly in response to public concern about violence in games. More importantly, the quality of the gameplay is paramount, rather than disguising poor programming and lack of playability with a few gallons of blood. The horror element of Darkstalkers is put to use to create fantasy gameplay and the kind of moves and animations not feasible in games like Street [illegible]

programming tasks to undertake.

A:Yes.

Q:Have their been any additional conversions made from the arcade games used in the Saturn versions?

A:Hard to fit the game into the main memory of the Saturn. This means it isn't perfectly fluid animation. If you have been playing the [illegible] for a considerable [illegible] you will notice that the UK versions of the game run without borders or speed compression.

Q:Has the PAL conversion begun? Our readers are concerned that [illegible] original Darkstalkers?

A:Night Warriors [Darkstalkers 2's title in Japan] will be released before Darkstalkers, but the [illegible] to release Playstation Darkstalkers in April but it fell behind, hence the decision to take the later Vampire Hunter straight to Saturn. We get the [illegible]

Q:Two main characters appear in the sequel that aren't in

CHILDREN OF THE NIGHT

The second of Darkstalkers' [illegible] fighters on all which is Donovan, the Dark Hunter dedicated to and [illegible] of the other Darkstalkers. The ever-[illegible] Vampire Hunter we saw in Japan was [illegible] with six characters and their respective backstories. However, the game is scheduled for a December release so the game structure [illegible] place. Here's an overview of these six characters and some of their tricks.

DEMITRI

The Prince of Darkness, the embodiment of the most terrifying monster of all, Vampire. Demitri fights in the bed chamber of his Gothic lair. He's lithe and elegant, capable of some wonderful aerobatics and [illegible] to turn into a puff of smoke to reappear above his opponent's head, fangs bared. When empowered, Demitri glows with [illegible] demonic fire.

MORRIGAN

[illegible] of Jedah who [illegible] on [illegible] and with a hiding in beautiful [illegible] Morrigan is one of the most bewitching girl characters ever to appear in games, which explains her huge fan base. [illegible] and [illegible] Given the [illegible] she reveals her [illegible] Specialty [illegible] creating mirror images of herself [illegible] across the [illegible]

LEI-LEI

Darkstalkers game [illegible] impression [illegible] The Chinese [illegible] host [illegible] a sweet little girl, but Capcom have hidden her devastating, and grotesque claws in certain charming [illegible] Her special moves [illegible] some of the [illegible] bizarre.

the original

programmers have considered using monster characters in [illegible]

That means an average of 500 extra patterns for all characters. [illegible]

man (Pyron) – come from? Are they from folklore?

A: We didn't have to worry too much as they are very popular around the world. We

A: If we add female characters, it is very popular. Have you [illegible]

[illegible] are different from other games. No other

128MB for all characters, Vampire hunter uses 256MB in total.

monsters. Where did the two boss creatures – a robot and fiery

Q: What research did you do to create your monster characters?

ters, or are you forced to by public opinion?

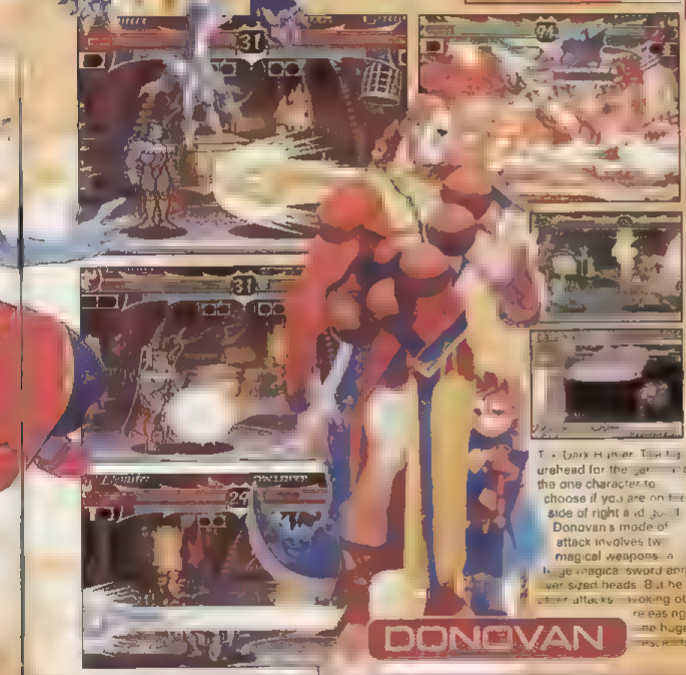
Tsang, a game we know very little about?

GALLON

The Werewolf whose fierce style befits the spirit of Bankan from Streetfighter 2. Wolverine from X-Men indeed like Wolverine Gallon's speciality of a launching attack one which turns into a flying beam. His moves are also able to breathe fire from air. His most powerful attack produces a huge fire wolf which consumes opponents while

ZABEL

Our own entrant, the Zombie who sports the Union Jack and hangs around a mostly deserted Zabel would look out of place in Carnaby Street with those biker boots and that guitar. He's determined not to follow traditional British and this tournament and come in last. Zabel is fond of dismembering his body parts, creating huge buzzsaws from his various limbs. He's also got a strange habit of eating his opponents' heads. Who chomps the opposition victory is rewarded with a decapitation of his ghostly axe.



DONOVAN

The Dark Hunter. Taking the one character to choose if you are on the side of right and good. Donovan's mode of attack involves two magical weapons: a huge magical sword and a [illegible] ver sized heads. But he has a shortage of other attacks, invoking other protective spirits releasing swords of fire and the huge god whose vast foot [illegible] from the heavens.

A: Incredible Toons is a puzzle game which is an upgrade version of The Incredible Machine (pc game). Each screen has a topic which must be solved. You can choose the item with which to solve the task and go to the next stage.

Q: In the original, mechanical items were used, but the Capcom version uses Capcom characters. How did you change the mechanical animation to character animation?

A: You want to know why we changed it?

Q: Yes why, and how easy or difficult was it.

A: The graphic of the Incredible Toons has become animation already, so we didn't have any problem converting it. We took the toons from other games, and had no problem with the idea of the Incredible Machine.

Q: Which characters did you use?

A: We changed the items to characters from Ghouls and Ghosts.

Q: How complete is the game? We understand it was sent back to be re-planned.

A: We're not going to explain back from the original as we have the basic concept. The game is almost complete, but since we changed to the characters of Ghouls and Ghosts, we've had to go back and do that.

Q: So it was decided late on to use the characters of Ghouls and Ghosts?

A: Yes.

Q: Why have you chosen to do a distribution deal with Virgin, when previously your titles were released through Accolm?

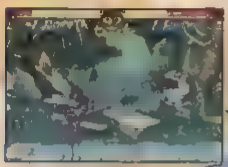
A: We think Europe is a hard area to sell games, and we think that software must be sold by English speaking people in the UK. We haven't got the network, and we've heard that Virgin will be most effective.

THE OTHER DARKSTALKERS

Details and artwork of the other eight, as yet unfinished, characters due in the Saturn game

VICTOR

Capcom indulge their love of huge lumbering characters with a trendy update of Frankenstein's monster. Sporting the classic neck bolts and a spiky hairdo, Victor's tactics resemble the likes of Zangief from Streetfighter



ANAKARIS

The mythology of ancient Egypt is pillaged to create Anakaris, the Mummy character. You'll find some outrageous specials incorporating sarcophagi, bandages and even the seperation of Anakris into two

FELICIA

Strangely out of place, Felicia is closer to the fantasy manga portrayals of women, but her cuteness makes her one of the game's most endearing characters. She has, naturally, the speed and agility of a cat

BISHAMON

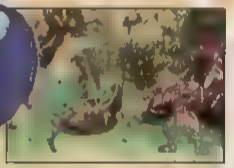
The (perhaps inevitable) Samurai character, Bishamon is one of the mean ugly guys. He uses a mystical sword for many of his attacks but is not above enlisting the help of other ghost Samurai

AULBATH

Aulbath probably owes his appearance to the Creature from the Black Lagoon, as his merman features look decidely rubbery. Water as you might presume, forms a large part of his repertoire, including washing his opponents up in a tidal wave

SASQUATCH

Sasquatch, the North American Yeti, is one monster that many actually believe in. However, this greeblie is unlikely to exist in the white hairy form portrayed in Vampire Hunter. Snow and ice feature in his specials, but with a nickname like Big Foot, it's understandable that his pedal attacks are so devastating



PHOBOS

The inorganic character, popular from Japanese folk lore. He uses the beam attacks that feature largely in X-Men, with other guns poking out of every conceivable orifice

PYRON

The other new character, Pyron, is the most mysterious. A man made of fire, abstract animations of fiery globes and spheres depict his major attacks

Q:More effective than Acclaim?

A:Yes we are planning to convert that.

Q:...and what are your plans for future arcade games... Will you use 3-D polygon [illegible] that will compete [illegible] and

A:[illegible] looking at 3-D technology, but it is very expensive. We are trying to surprise with the price of our 3-D games, but we must keep costs down.

Q:Why have your 2-D games retained their popularity in the face of 3-D polygon fighting games?

A:Our games have much smoother animation, just like watching TV. We try to release games with lifelike, fluid animation, like Darkstalkers and X-Men. We think that attracts players.

Q:Do you think your 2-D characters will translate to 3-D polygon games well?

A:No.

Q:So no polygon Ryu then?

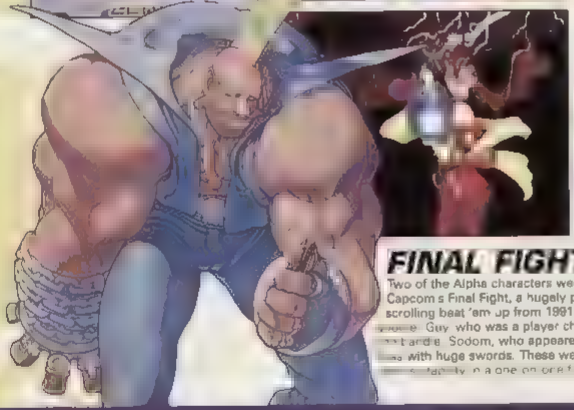
A:We'll be creating new characters for our 3-D games. It really depends on how many polygons [illegible] are used. If we compare Virtua Fighter with Virtua Fighter 2 [illegible] the faces, for example, they're a lot more life-like [illegible] happy with the detail and realism of such details before we produce these characters in 3-D.

Q:Will [illegible] technology dictate [illegible] you need to produce [illegible] 3-D games

[illegible] your own 3-D and Ref[illegible]

A:[illegible] aims getting to grips with it. For example, we have to change from CISC to RISC chips. But we hope to

STREET FIGHTER ALPHA WARRIORS' DREAMS



THE LEGEND RETURNS

You might think that the Streetfighter story has nowhere left to go. Capcom realised that Streetfighter 3 was the next logical step, but were not prepared to produce that until the technology was right. This led to the surprise 'step back' with Streetfighter Alpha. Set in the period between the original Streetfighter and Streetfighter II, it gave the R&D team the freedom to pick the best-loved characters, add other characters from Final Fight, and create some new ones. Technically this is up there with Darkstalkers and X-Men, with the added bonus that nothing has been lost in the conversion - Streetfighter Alpha on the Saturn will be complete

FINAL FIGHTERS

Two of the Alpha characters were in Capcom's Final Fight, a hugely popular scrolling beat 'em up from 1991. There's one [illegible] Guy, who was a player character, and [illegible]dom, Sodom, who appeared as a level [illegible] with huge swords. These were chosen for [illegible] as, originally, a one on one fighting game

eventually produces 3-D games in less time than 2-D games take.

Q:Capcom produced a stick for the SNES version of Streetfighter II. Is there a plan to create a stick for your Saturn games?

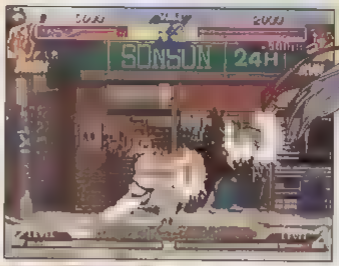
A:No. Streetfighter Alpha was straightforward to convert - everything from the [illegible] game is [illegible] because they were quite popular, especially Guy. With Sodom we could create skills and movement not possible with other characters. the image of Streetfighter may be damaged - we may not call it Streetfighter 3.

Q:But your next arcade title will be a [illegible] what will be next.

Q:Do you think a 3-D Streetfighter will affect the 2-D games? Would you still release a 2-D Streetfighter game [illegible] game is less interesting than a well-balanced 2-D game.

THE OLD STALWARTS

Those familiar with Streetfighter in its various guises will recognise these core fighters in Streetfighter Alpha. Chun-Li comes from the original Streetfighter II, and many of her attack patterns are the same. Ryu and Ken, the backbone of Streetfighter, had to be included to give the game recognition, but their special attacks benefit from the new power level attacks. M.Bison, known as Vega in Japan, is there, but in a beefier, more muscular form than Streetfighter II. Sagat, a survivor of the original Streetfighter and its sequel, is also entered into this competition.



SUPER HEROES

Capcom's latest coin-op is Marvel Super Heroes, and they gave every indication of it being a Saturn project for 1996. Super Heroes is a major step up from X-Men, although it was made in conjunction with Marvel and takes some of the characters from that game. It adds the most popular and suitable characters from Marvel comics other than X-Men, including Spiderman and the Hulk.

Psylocke kicks some superhero butt. Not tricky, considering this bloke's obviously been dead for quite a while.

NEW BLOOD

The new characters strut their stuff

BIRDIE

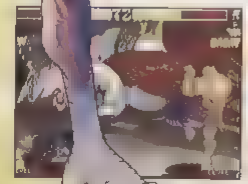
ROSE

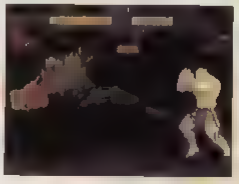
ADON

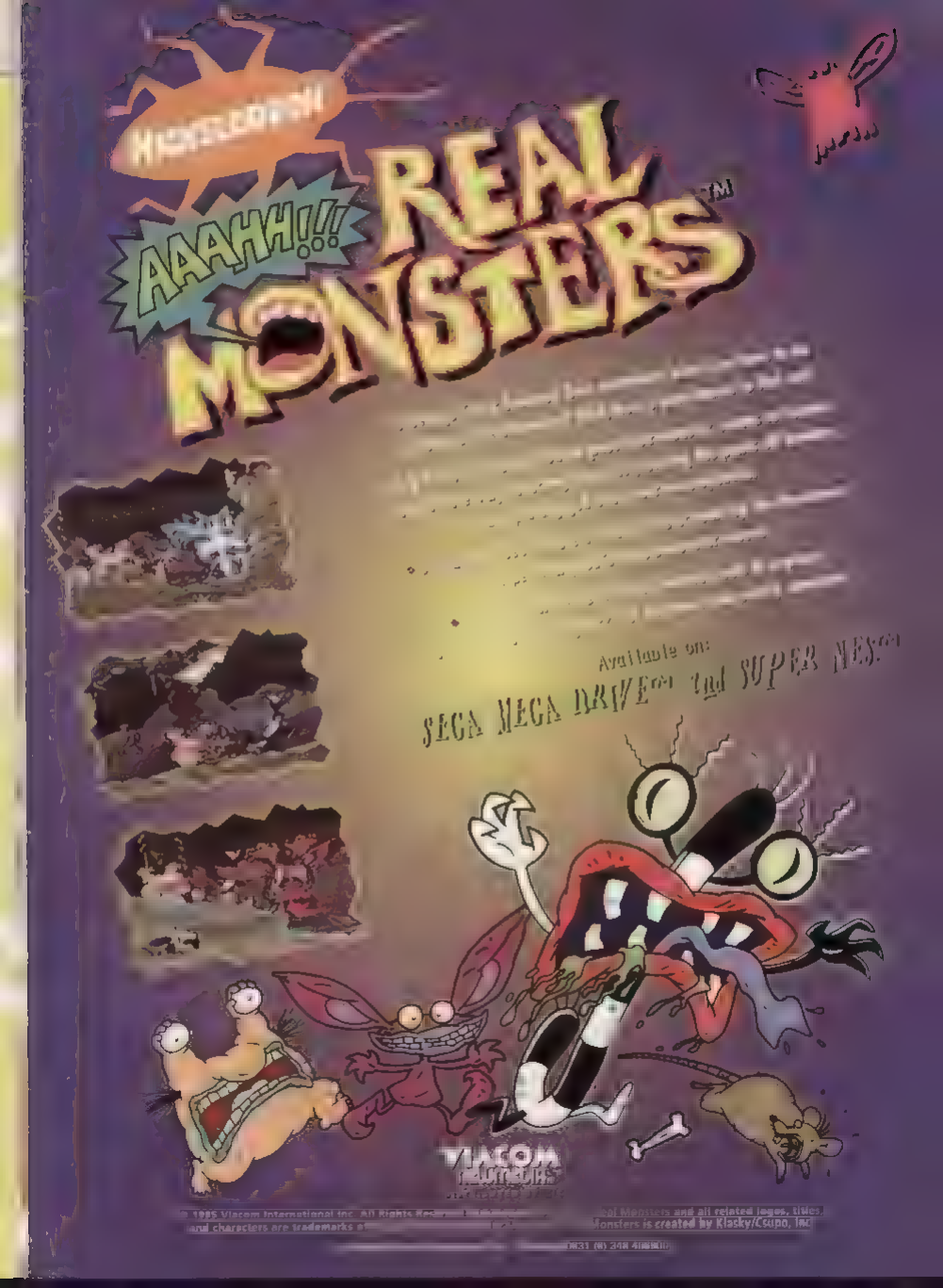
NASH

THREE STEPS FROM POWER

The major gameplay change to Streetfighter Alpha is the addition of three power levels. Using special moves and successful combos on your opponent increases the bar at the bottom of the screen. This passes through three phases of power which alter the effect of your attacks, making them progressively more powerful. At the highest, your powers can effects an incredible game-stopping super combo which finishes the round in a blaze of glory.






AAAHH!!!
REAL MONSTERS™
Available on:
SEGA MEGA DRIVE™ and SUPER NES™
VIACOM
NICKELODEON
© 1995 Viacom International Inc. All Rights Re
and characters are trademarks of
of Monsters and all related logos, titles,
Monsters is created by Klasky/Csupo, Inc

PROGRESS!

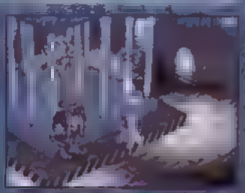
DARK SAVIOR

He wrote Shining Force. He wrote Shining in the Darkness. He wrote Landstalker. Three names that anyone who knows Sega RPGs will have heard of, and most probably hold in high regard. His name is Kan Naito, he's the President of Climax Entertainment, and he's at the Toshimaen Saturn show in Tokyo.

And so is Gus. Kan is happy to demonstrate his new Saturn project, Dark Saviour, and happier still to talk to MEAN MACHINES over drinks at the hotel Kan, 28, turns out to be a boy racer – he likes taking sports cars around the Suzuka circuit, he's a radio personality and the boyfriend of a rather glamorous young lady called Rita Takahashi who turns out to be a pop star

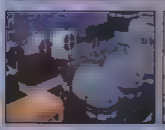
Dark Saviour follows on from Landstalker with the familiar third-person perspective and a main character that looks very much like Landstalker's Nigel. He won't be the only character to play with, as later levels show ogres and girls in the spotlight, as you assemble a Dark Saviour party.

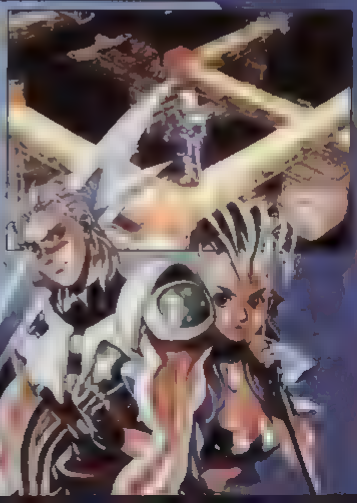
The gameplay features the same mix of platform, puzzle and plot, but the Saturn's spec is being pushed to the full with huge landscapes, built into complex 3-D mazes, and a revolutionary scaling viewpoint system developed by Kan himself. RPGs are massive in Japan, but Climax's offering will be the only game of its type when released in April. Considering the classic Landstalker was never challenged, Dark Saviour may be an unmissable one off.



HELLO SAILOR

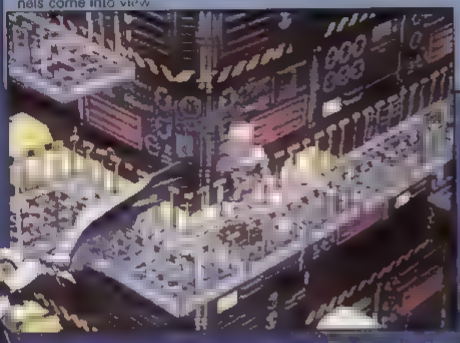
The initial section of the game is an extremely impressive jaunt around a ship. The detail of the engine room graphics, the flame effects and special effects like the rotating cube bode well for a game on the same scale as Landstalker

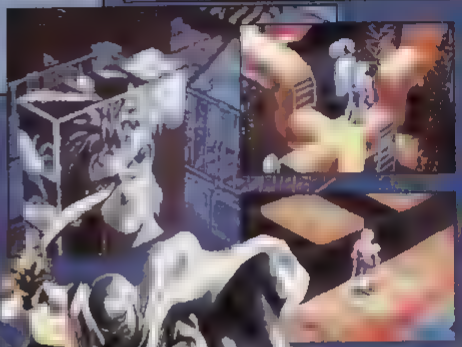




HYPERION TO A SATYR

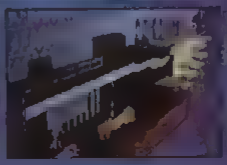
Climax have trademarked Dark Saviour's viewing system as the 'Hyuperion Perspective'. It uses a mixture of sprite images and real polygons to depict an isometric world. The main advancement over Landstalker is the quality of depth of the textured polygons, and the ability to scale and pan the perspective independent of the character movement. This means you can view the action close up — as in the dynamic battle sequences — or lift the 'camera' to view a wider area of the playfield. Dark Saviour also uses 'interpolation' a technique in increasing use that prevents foreground textured polygons looking blocky and pixellated. The effect is apparent when large objects like the ship's funnels come into view.

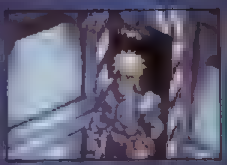




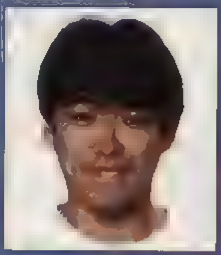
ART FOR ART'S SAKE

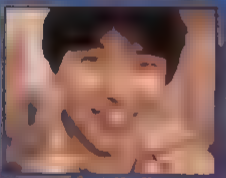
This selection of artwork shows how Dark Saviour sticks to the characteristic look of Climax games, which have both a Gothic and manga feel. One artist produces the character sketches off site, which are then hand-traced and animated by the climax staff. Backgrounds are created by taking textures in a photoshop package and patching them into a 3-D tile grid of the levels.

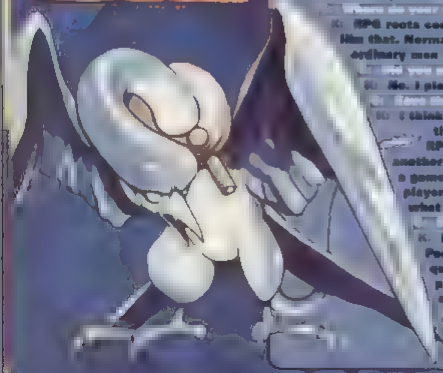




KAN NAITO INTERVIEW







[illegible]

K: Yes, I have been to Spain. And France, 'Le Mans 24 Hours'.

[illegible]

K: Yes, I like driving.

[illegible]

K: Yes, I drive there myself. Sports cars! Honda.

[illegible]

K: Yes, I want to put buses into the game, and a truck!

[illegible]

K: Yes, and Vespa scooters.

K: I like Sega Daytona USA, and Ridge Racer on Playstation.

[illegible]

K: I think Namco's game is very real. But we don't know the secret Playstation spec. Many third parties do not know the secret of the system. Making a racing game is very difficult.

K: Saturn have many third parties — each has equal position. Sega treat all of us the same. All companies get the same information, the same libraries, the same hints. Sony have a personal interest in certain companies and give them special help.

[illegible]

K: Not just this particular game. Sega have asked for games on the Saturn.

K: Yes, but a role-playing game. I have plans for another game on Saturn.

[illegible]

K: About five years ago we produced Shining in the Darkness on Megadrive. Many people have asked for a sequel. We'll make Shining in the Darkness 2 for Saturn next year.

[illegible]

K: Yes.

K: We'll publish it ourself.

[illegible]

K: I don't know about a European distributor. Maybe Sega.

K: Landstalker was 90% programmed by myself, Dark Saviour is much bigger with five people working on the team.

[illegible]

K: April.

[illegible]

K: Very soon. I want to finish it in January so it can be released in April.

[illegible]

K: I think RPGs are difficult to do. Japan has many software companies, but many are very small. They don't have the resources to develop RPGs, which are not quick to produce like shoot 'em ups or platform games. At the moment no one is making the commitment necessary for long term developments. You put a lot of time and effort into it, and there isn't the user base.

[illegible]

K: Because I like RPGs and many people want them. We enjoy making them. And although the user base is quite small, the demand is great because the choice of RPGs is so small.

[illegible]

K: RPG roots come from table top games like Dungeons and Dragons. But I don't see them like that. Normal RPG characters are fighters and magicians, but I think that they can be ordinary men and women rather than special characters. We are unconventional.

[illegible]

K: Me. I played RPGs on Apple computers, adventures like Wizardry, text adventures.

[illegible]

K: I think so, yes. But we don't produce the games that I want to make, but what the gameplaying public want to play. Dragon Warriors [a classic SNES RPG] sold three million copies, and there have been many imitations. In another company, a designer might come up with a personal character and create a game that pleases himself. At Climax, we produce the characters that the player wants. I'm always thinking what will they want next year — and that's what I'm programming.

[illegible]

K: I'm a radio personality. For about three years I've done a show on TBS. People send me postcards saying 'I know programming'. I answer their questions about games and software. Also questions on how to become a programmer and get into the games industry. My show goes out for half an hour on Sunday night.

[illegible]

K: Maybe next year, but I'm too busy with Dark Saviour at the moment. Maybe for the next ECTS!

Protect your worm from the evil pussy.

He's back, and this time he's brought Elvis.

EARTHWORM JIM 2

PREVIEWS

BY SEGA US

GAME TYPE SHOOT 'EM UP

1 PLAYERS

PRICE

RELEASE

COMPLETE

GHEN

LIGHT AND MAGIC

The intro has plenty of ham acting, but more than a few intriguing effects. One is the combination of rendered graphics with video footage like the human face of the commander merged with his computer-generated space suit.

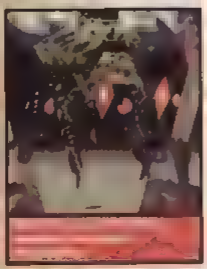
TEXTURE MAPPING

Interpolation, that programming technique of the moment, is much in evidence in Ghen War. Enemies made out of polygons do not pixellate at close range, and are animated most impressively. Equally slick are the electric pyrotechnics that flit across the surface of damaged vehicles.

WAR

DOOM

In shorthand, Ghen War is best described as a 3-D Doom clone with various missions in a labyrinth of Ghen territory. There are specific tasks to perform in each, with generators to destroy and walls to breach, but mostly you're hunting down Ghen and annihilating them. For this, choice weapons are on offer.



NEXT GHEN

In an effort to broaden the gameplay, later levels involve more than destruction. Your mobile suit can be fitted with a grabbing arm to manipulate objects, and some levels take place in a hi-tech complex of passages and lifts.

BY OCEAN

GENRE TYPE

1-4 PLAYERS

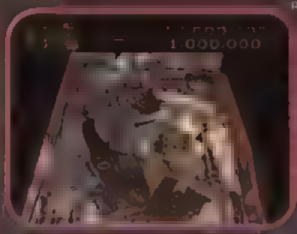
COMPLETE

Pinball is one pastime attracting the attention of several Saturn developers at the moment. Digital Pinball, published by Sega and produced by a Japanese developer called Kaze, disappointed fans who wanted something with more of the diversity and excitement of the real thing. Incidentally, Digital Pinball is not, despite reports in the gutter press, Duo' favourite game.

Salvation may come from the Super Troupers of Sweden. Digital Illusions, a serious developer who have to put up with the twin banes of Scandinavian society: the suicide rate and ABBA jibes from foreigners. Despite this, they have managed to create a nice little line in pinball games, [illegible] for the Amiga [illegible] for the accursed CD32 (remember that?) and now four new tables, True Pinball, for the Saturn.

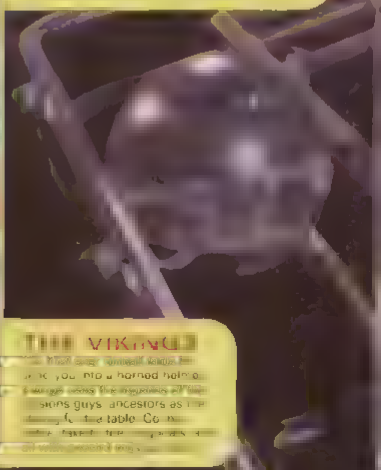
All those years of studying realistic ball movement and table design can now be put to decent use. The interface for True Pinball has been made as simple as possible, and the game is not confused with sub games and interludes. Digital Illusions have tried as far as possible to simulate the look, style and play of a bar pinball machine, even down to an optional raked table display and, naturally, tilting.

The previewed version here is graphically and sonically in place, with the [illegible] time spent [illegible] ironing out the little problems of [illegible] sticking balls and scenery 'priorities' (when objects disappear behind each other). Being fans, we're trying to get a reviewable copy, and even more eager to compare it to Virgin's forthcoming [illegible] which [illegible]



THE FOUR TOPS

A plan view, and brief sojourn round the four different pinball layouts on offer in True Pinball



THE VIKING

[illegible] you find a horned helmet [illegible] Sions guys' ancestors as the [illegible] table. Co[illegible]

THE MATRIX

Almost five years ago, pinball [illegible] with the addition of a dot matrix [illegible] scenes and computer graphics to [illegible] own mock dot matrix display.

PINBALL

LAW AND JUSTICE

This is a Data East style high energy table that plays very quickly. Based around law enforcement, you are out to [illegible] four renegades to open the jackpot. Ramps are [illegible]

EXTREME SPORTS

[illegible] different sports types are to play on this table. A pumping, gyrating shot [illegible] to various long ramps, each likely to vary [illegible] yet. There's a gate on [illegible]

THE HORDE

BY BMG

GAME TYPE ARCADE

1 PLAYER

COMPLETE

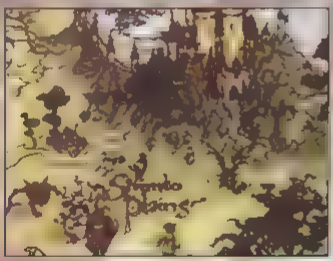
Being surrounded by peasants is one of the unfortunate hazards of working at Emap Towers, but it's one of the positive features of Crystal Dynamics' curious new Saturn title, The Horde. It's a conversion of their 3DO game from last year, and offers a curious mix of adventuring, strategy and arcade action: we can't help but sound like a press release in the description.

Set in a sort of tacky medieval feu, your aim is to produce a prosperous and secure community by investing your funds in fields, homes and defences. A series of icons and menus allows you to construct an isometric village, which will grow as it attracts its own inhabitants. Populous style.

Problems come in the form of Hordelings, denizens of increasing ferocity that attack your settlement in waves and must be repelled by you. This is where you leap into action with your trusty sword and attempt to preserve the town single-handedly. Your actions throughout the strategy sections will either help or hinder your left to their own devices, Hordelings will trample crops, wreck houses and devour villagers with appalling table manners.

The Hordelings pillagings leave the town battle-scarred, leading the game into a repair and maintenance phase, but over a long campaign you can gain new lands and make yourself a fortune, provided your taxes are paid on time.

The Horde is an unusual game concept and should have no peer on the Saturn when it arrives at the end of the year from BMG.



RDE
YOUR LIEGE

BLAZING DRAGONS

BY BMG

GAME TYPE Adv

1 PLAYER

COMPLETE

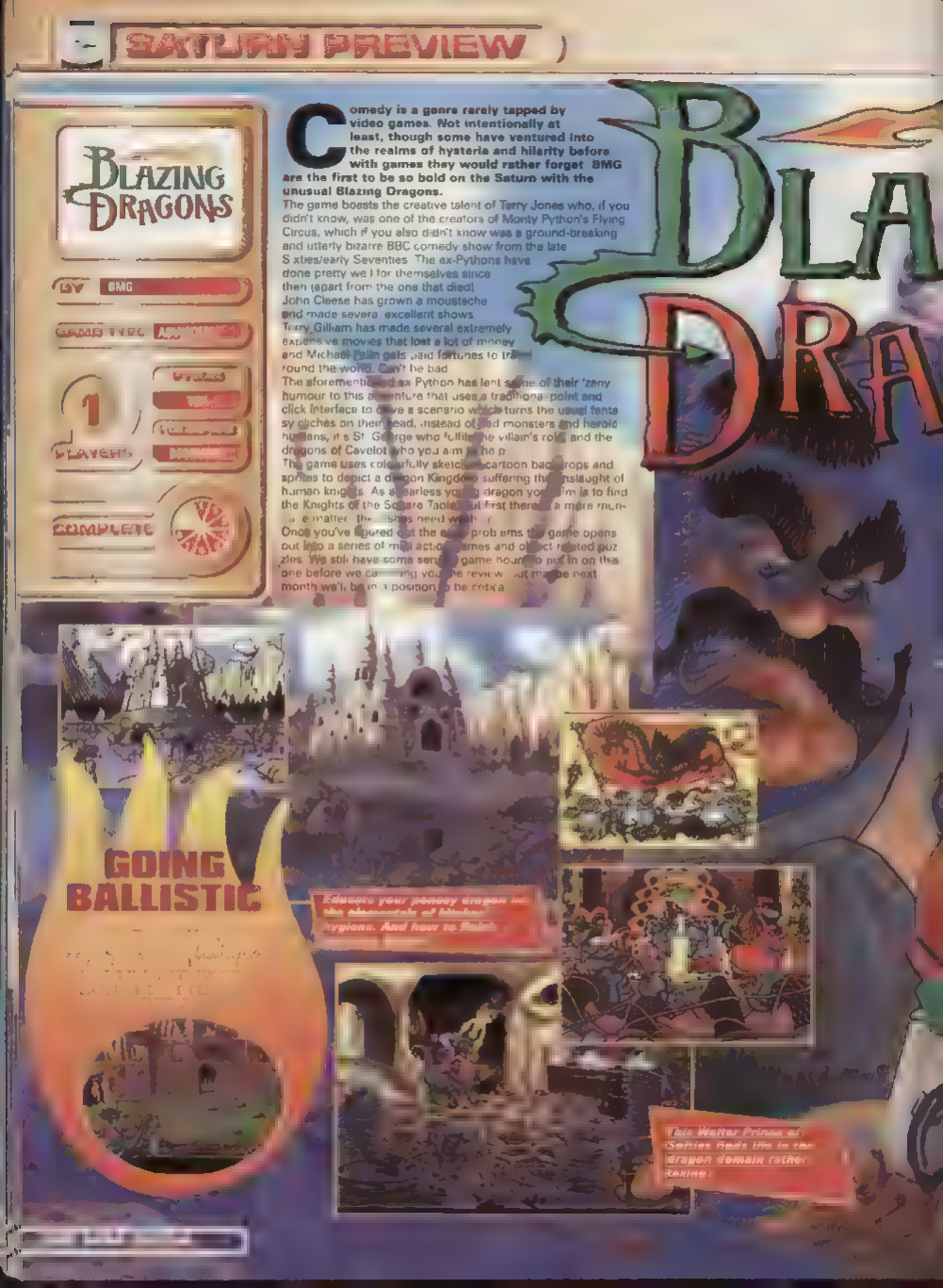
Comedy is a genre rarely tapped by video games. Not intentionally at least, though some have ventured into the realms of hysteria and hilarity before with games they would rather forget. BMG are the first to be so bold on the Saturn with the unusual Blazing Dragons.

The game boasts the creative talent of Terry Jones who, if you didn't know, was one of the creators of Monty Python's Flying Circus, which if you also didn't know was a ground-breaking and utterly bizarre BBC comedy show from the late S xties/early Seventies. The ex-Pythons have done pretty we l for themselves since then (apart from the one that died) John Cleese has grown a moustache and made severa excellent shows. Terry Gilliam has made several extremely expens ve movies that lost a lot of money and Michael Palin gets paid fortunes to travel round the world. Can't he bad.

The aforementioned ex Python has lent some of their 'zany humour to this adventure that uses a traditional point and click interface to give a scenario which turns the usual fanta sy cliches on their head. Instead of bad monsters and heroic humans, it s St. George who fulfils the villain's role and the dragons of Camelot who you aim to be p

The game uses colourfully sketchy cartoon backdrops and sprites to depict a dragon Kingdom suffering the onslaught of human knights. As a fearless young dragon your aim is to find the Knights of the Square Table but first there's a more mundane matter the shops need wealth

Once you've figured out the early problems the game opens out into a series of mini action games and object related puzzles. We still have some serious game hours to put in on this one before we can bring you the review but maybe next month we'll be in a position to be critica


GOING BALLISTIC
Kitsch your penny dragon on the shoulder of Medieval Virginia. And how to Ruin.
This Walter Prince of Series finds life in the dragon domain rather taxing.

ZING GONS

POCKET SHUFFLING

DANCING QUEEN

This struggle [illegible] entertainment value. But it challenges you to a dancing competition, where the aim is to match his various moves including the thrusting 'Sherwood Shuffle'

BY INTERPLAY

GAME TYPE

1 PLAYER

PRICE

COMPLETE

DOUBLE VISION

Cyberia's wrap round shades might resemble a laughably dated accessory in the '90s, they come in quite useful in the year 2027 when Jerem Devlin is able to 'project' his briefing and plans of the Cyberia project onto your 'BLADES' at the beginning of the game, giving you a visual reference for your targets. Later on the specs come in useful when you come up against [illegible] such as shoot-to-kill doors. The BLADES (Bi-optic Low Amplitude Shielded Energy System) have three built-in scanning functions which you can switch between from your joypad – infa red thermal scan; magnetic resonance imaging and bioscan. The latter function is usually reliable for detecting the presence of potentially hostile people on the other side of locked doors.

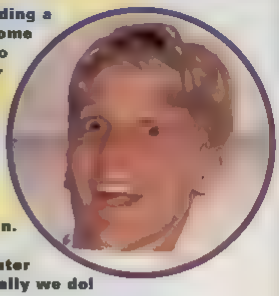
...them a few seconds away – these guys have no qualms about shooting you in the back.

TRIGGER HAPPY

Cyberia is punctuated by 11 levels of arcade style shoot-'em up action as a complement to the more cerebral puzzle challenges. The first finds you in the 'cockpit' of a futuristic [illegible] service, blow away as many of the [illegible] members as you can. Their [illegible] turns towards the sea as well – magnetic mines drifting [illegible] can cause serious damage on impact.

YBERIA
CANDID CAMERA

STEVE'S TIPS



Greetings tipsmeisters. As well as providing a whole bunch of stunning cheats, I've come up with a few New Year's resolutions to keep you going through the long winter evenings. Here goes:

1. If you have a really crap Christmas present, go up to the person who sent it and tell them it's the biggest pile of chud you've ever had. People appreciate honesty.

2. If you're getting a Saturn this Yuletide and haven't got a Scart TV to run it on, don't worry, just send it to us and it will never bother you again. Kindness is so important.

3. If your Dad/Mum/any relative works for a computer company, just remember that we love freebies. Really we do! Generosity is a virtue.

4. Don't do magazine covers on worthless sequels. Loyalty to your readers is vital.

5. Offer a world exclusive on Aaahh! Real Monsters in a bid to win back your flagging readership. Desperation is a last resort.

Send all your tips on your brand new Chrissie presents (no more old MK 3 stuff please) to: TIPS ARE THE KEY, TIPS DEPARTMENT, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

MEGADRIVE

MORTAL KOMBAT 3

PLAY AS BOSS CHARACTERS

We have the Kombat 3 cheats all you annoying little pests have been waiting for. Play as Smoke, Motaro or Shao Kahn, go to the Start screen and enter the following button combinations. C, Right, A, Left, A, Up, C, Right, A, Left, A, Up. This will bring up the Killer Kodes menu, from which you can select one of three hidden characters, a quick end, where you can see all the finishing moves and play the hidden game of Galagan. This secret screen will enable you to change the timer speed, the Kombat Zone and see the ending screens. Hit B, A, Down, Left, A, Down, C, Right, C, Down. Yo have Pan Clarrigan of Doncaster to thank for those. While we were on the subject, we had some excellent Action Replay codes sent in from Andrew Tucker, Ian Worthington, Chris and Tyrone Scott. Cheers lads. Now get out!

FF000 F0000 CHEAT MENU	FF000 F0001 SECRETS MENU
FF000 F0002 KILLER KODES	FF029 F0010 PLAY PONG
FF029 E0008 EXTRA FATALITY TIME	FF029 F0040 HEALING POWERS
FF02A C0002 PLAY GALAGAN	FF029 E0001 INFINITE TIME

PETE SAMPRAS TENNIS '96

PASSWORDS

Here we have the passwords for every round of the World championsh ps, as kindly sent in by Richard Harte Esq. from Hornchurch in Essex

BGFCB Delgado Vs. Tucker Round 2
BGFFH Delgado Vs. Tumetti Round 4
BGFGG Delgado Vs. Kuroswa Round 5
BGFHF Delgado Vs. Guyennd Round 6
BGFFC Delgado Vs Nimitz Round 7
BGFKB Delgado Vs Sampras Final Round

Richard also points out that if you want to play as Sampras in the any of the rounds then enter the letters BFG and any two end letters from the passwords above, and you'll be able to whip them as the master himself

HIDDEN GAMES

Following on from the game a few issues back, a couple more secret games have been drawn to our attention. To play a game of volleyball run through these credentials before you start: You must be fighting at the Cove, with some time left on the clock. It must NOT be sudden death. When a human runs in front of you, hit or kick them through the air towards your opponent. Hit the human back and forth eight times and a net and umpire will appear between you. But be careful – if you try to bite the ball, it will explode

hidden

you must be Chaos AND

timer reaches zero, AND the match must go into sudden death. And now the cheat you have all been waiting for...due to a small technical fault, there was a delay for this cheat, but here at MEAN MACHINES we believe better late than never, so to access the secret options screen, press the following on the Start/Options screen: L, U, R, R, U, L, R, R, L, L, U, U. This should make the options available to you. A very big Tal to Ben Wintery of Oxford for that little gem

SUPER SKIDMARKS

SECRET CODES

Skiddy jokes ahoy! No, I will not descend to toilet humour any more. There are a batch of top codes to spruce up this excellent racing sim that have just been brought to my attention. So pull up your Y-fronts, and get wiping as we reveal (drum roll) how to be a COW! Enter the first batch of passwords on the enter your name screen

SAVAGE Start with a turbo engine
MOOMOO Always race as cow
KRAZED Always race in an F1 car
SHADOW Race as just a shadow

Not content with those, then try this lot to send you [illegible] heaven. These have to be entered on the password section on the options screen

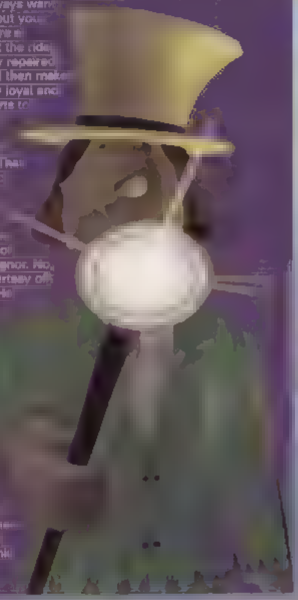
SPRINTER Go straight to the Pro League
CHOCMILK Bovine Warrior (Cows
[illegible]ARDIAN Acid Grand Prix
SPACEMAN Normal Zero gravity

MEGADRIVE

THEME PARK

ALWAYS FIX RIDES AND CHANGE PASSWORDS

Tips for this game keep [illegible] and it's all getting a little bit silly. If, for instance, you always want a ride to be fixed without you having to click on it, hire a mechanic and then put the ride you want automatically repaired on top of him. This will then make him become incredibly loyal and as soon as the ride starts to smoke he will be over there in a flash repairing until his little pixel heart is content. That was sent in by Dominic Lafferty, of Co. Donegal, Ireland. This second noteworthy tip came all the way from the land of Canals and Tulips – Bognor, No, not really, Holland, courtesy of Freddy Van Der Berg. He says that he sold Antarctica and India for over billion dollars but th[illegible] password system only restores the price to $999, 000. The password for $999 etc. is QAY but if you rearrange the last three letters to read GTS, the price when you start will now read $1, 015, 344, 000. Thank you Freddy!



MEGA CD

SNATCHER

UNCENSORED MODE

"Snatcher is one of me all time fave games of all time mate."

"Er wise words mate, and you do know how to make this Mega CDtastic game uncensored?"

'Er no I don't mate'

Well great mate, all you have to do is find the Jordan Computer and enter your name as Konami. You'll hear a fabmongus sound that'll tell you when it's done and get ready for a goremungous, hack and slashtastic version of the game

'Fab'

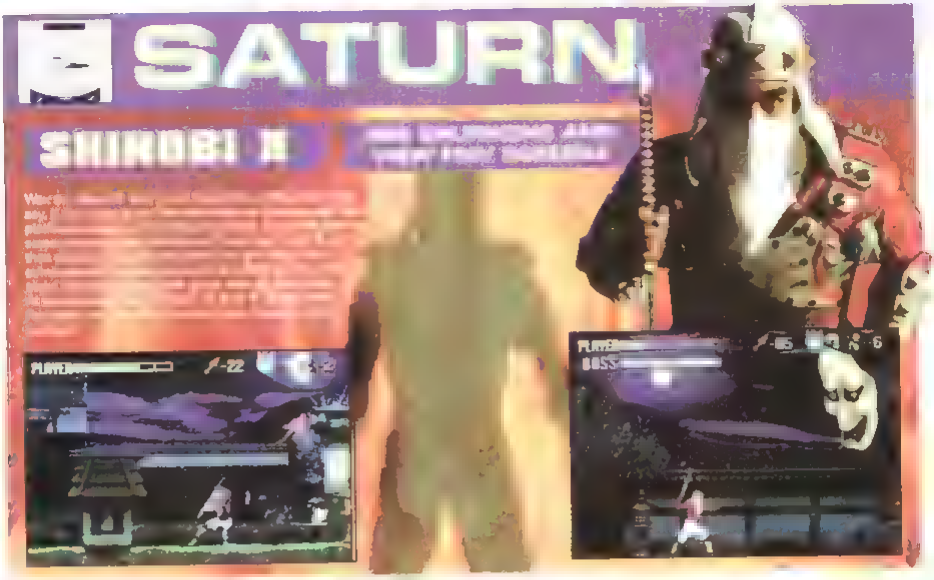
MEGADRIVE 32X

NBA JAM TOURNAMENT EDITION

SECRET CHARACTERS

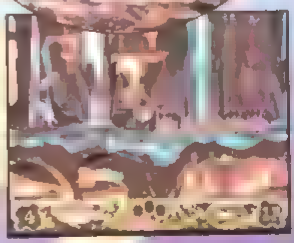
SATURN

SHINOBI X



SECRET MODE AND STAGE SELECT

This didn't exactly win rave reviews from MEAN MACHINES when it was reviewed a few months back, but it has stopped some of you from buying it. So for the sad or desperate among you, here are a few cheats for your troubles. Plug in the second controller and then go to the options screen and press Left, Right, Left, Right, Up, Down then L, R and Start buttons. You will see a Secret Mode banner appear underneath the options logo if done correctly. You can now also select up to 99 lives as well. Now go to the Start/Options menu and press the following on pad 1: Up, Down, Left, Right, then buttons L, R, A, Y, C, Z, B, X. Stage Select should appear underneath Options.



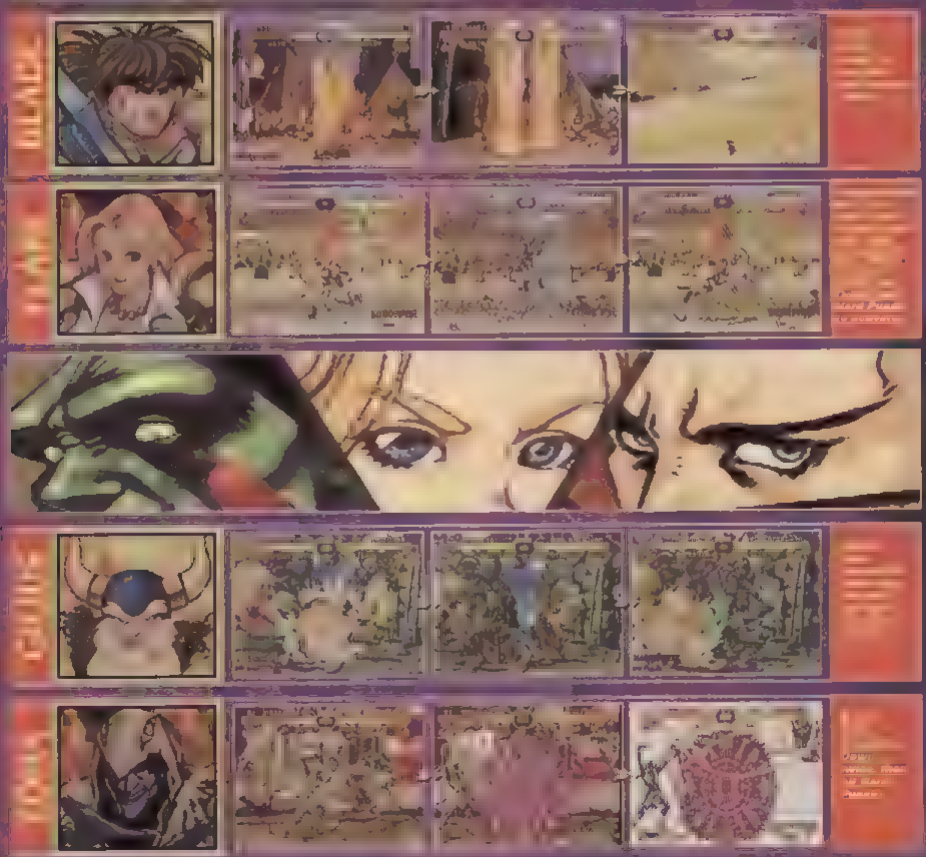
DUEL

SPECIAL MOVES

Upon playing Sega's new beat 'em'up, we found it a little tricky to work out the special moves. Hence, to spare you the frustration of experimentation, we've lovingly compiled a guide to pulling off the special moves.

Once five have been collected, Power Up will appear over the...

...inflict maximum damage...



DEATH ADDER

3 TIER HELP

The help in this guide is split into three distinct types. Advice headed in green is the most general, non-specific and should direct you to solutions without spoiling gameplay. Move onto amber-headed paragraphs when you want more concrete gaming tips, which will still give you the satisfaction of working out the mechanism. Tips headed in red are full and blatant guides to solving problem. Follow them sapringly to get through a thorny patch — they will, literally, give the game away.

Myst is one of those total immersion games that takes you away from all other nocturnal habits, plunging you into the altogether more wholesome world of impeccably rendered graphics and troublesome puzzles. It's also a potential let's-call-up-MEAN MACHINES-with-our-problem game. In an effort to prevent this and return your gaming hours to sensible levels here is our solution to Myst, part two

MY

PART 2: SOLVING THE SELENITIC AGE

Sound is the key to this age. The five stations monitor sounds at a particular frequency. These in turn form a code.

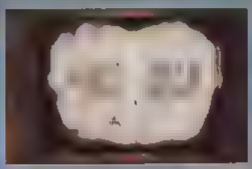
[illegible] the Mechanical Age come into play

ST™

BACK ON MYST: THE DENOUEMENT

Each time you use the Myst linking book, you return to the library. The page placed in the book brings the trapped character closer to freedom. Listen to their instructions and match that with the symbols you have found.

The fourth page of the book shows the prisoner's cell. Remember the sketch of the final pages. A green hood... Look at the library symbols on the secret shelf. There are dozens of pages of patterns. Turn to page 58 and sketch the symbol. Leave the book and go to the final page in the office. Open the library. Press the button and the page's metallic page... Copy the symbol and press the button again. The chamber spins to reveal a shelf with the final pages and a green book. You have now watched both prisoners... [illegible] advice.

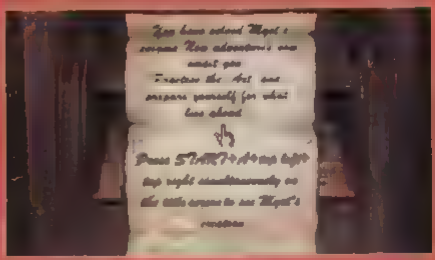


WARNING: THE FINAL REVELATION OF MYST

[illegible] of the [illegible] the most important [illegible] every Myst fan.

You of the last page of his book, hidden by the sons in the 'Vault of Myst'. Leave the library and, if you have not already done so, turn all the mark

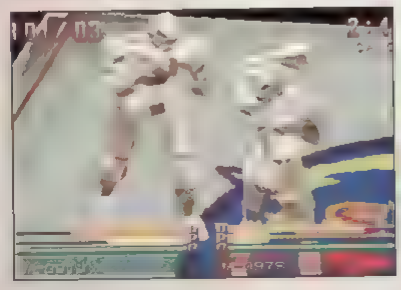
[illegible] is their master completions, and is their secret reward.



WATCH THE MAKING OF MYST:

BOXING CLEVER

Now we've all had a few weeks to fiddle about with Victory Boxing, a couple of unusual contenders have come to light. OK, a kangaroo is perhaps slightly more than unusual, and a silver chick with a philips screwdriver for a head is more than out of the ordinary, but who cares? Anyway, those kind folks at JVC have finally come clean about the game's five secret characters, and allowed us to sneak a look at Victory Boxing's boot squad. To access the boxers you can see on these pages, simply play through the league in main event mode until you've floored your thirty opponents. Once you're Number 1 you'll face 'The Champ', a muscle-bound nutter who has successfully defended his position 20 times. Easy, eh? Once you've forced The Champ to change his name, five secret boxers will be loaded into your Saturn's memory. So lace up your gloves and prepare to take on this lot...



JVC GIVEAWAY!

JVC

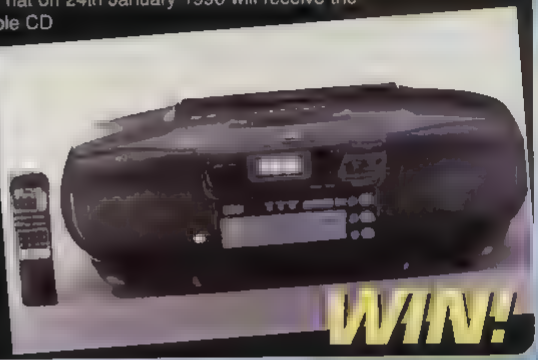
If you're not punch drunk after that lot, you might be up for entering our JVC competition. To be in with a chance of winning one of the following goodies, tell us the answer to this question:

WHO WAS THE LAST BRITISH BOXER TO WIN A HEAVYWEIGHT TITLE?

The first correct answer drawn out of the hat on 24th January 1996 will receive the brand spanking new JVC RC-XC1 portable CD stereo.

Three runners-up will each receive 20 top quality JVC blank audio cassettes.

Send your entries on a postcard or the back of a sealed-down envelope to PUNCH DRUNK at the editorial address. The usual competition rules apply, and multiple entries will be fed to Steve's old pants. Don't take the risk – it's just not worth it.



Snake (a former coach who likes a drink or two) a couple of Durel lookalikes and a pair of kangaroos named Kiki and Nana are amongst your new opponents. Rather you than me.

X-MEN CHILDREN OF THE ATOM

CAPCOM

JANUARY

£49.99

BEAT 'EM UP

The big guns are blazing in the head-to-head war between the Saturn and PlayStation, but Capcom is still managing to surprise us. The big fighting game still big after all these years, and the recent spin-off cartoon series was similarly successful. The first game featuring [illegible] gained mixed reviews when released by Data East, Megadrive, and the following [illegible] again didn't exactly do the license justice. But now, it seems fans have been rewarded with a game worthy of the name.

With Capcom, the fighting game masters, at the helm this conversion couldn't have been in better hands. The programmers have dispensed with the relatively conservative stylings of Virtua Fighter and gone for the out-and-out extravagance of a SuperPaul lookalike convention. The characters are, as you'd expect, nearly a full screen's height in size, and with multiple fireballs and projectiles flying about on screen this really makes the Saturn's processing powers. All of the some of the more popular characters are included, with a total of 10 selectable ones and a number of bosses. The warriors are selectable enough, so die-hard enthusiasts should be more than satisfied.

WHO'S X-ACTLY WHO?

When we last looked at the game, three of the characters were yet to be added. Now we are able to reveal the full cast, so it's time to introduce you to the other characters. For those of you who missed our fabulous preview a couple of issues back, here's a brief run-down of the other characters.

STORM

Storm, as we previously told you, was also known as Ororo Munroe. She had ancestors who were African magic witch doctors, which explains her affinity over the elements. She was trained by Xavier and mastered all of her powers during the early days of the X-Men. But returned to Africa and the mutants as the ruler and weather master. Her attacks mainly consist of small [illegible] and [illegible] but she is the most [illegible]

OMEGA RED

A tentacled Dr. Octopus look alike, but the similarities end there. A powerful mutant with strength and [illegible] moves that make him a good [illegible]

CONTROL JOYPAD
GAME DIFFICULTY TOUGH
CONTINUES UNLIMITED
SKILL LEVELS 8
RESPONSIVENESS

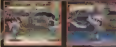
Another Capcom coin-op arrives on the Saturn in all its technicolour glory.

[illegible] you [illegible] all before. Punch, kick and fireball your way to the top etc.

ROUND 7 ON NORMAL

SPIRAL

Perhaps the most obscure character in the game, Spiral is a space age fighter who is one of the "good" mutants' principal enemies. Having fought against them in the comics on quite a few occasions she was rewarded with a place in this game. She has [illegible] at her disposal, and the standard hard punch attacks produce an easy six hits. Her other moves are on the whole, fairly weak, but she does possess the best special in the game.



WOLVERINE

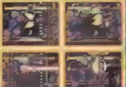
[illegible] the best known and [illegible] character. His moves are top [illegible] easily achieved. Beginners would be wise to play as him.

SENTINEL

[illegible] Sentinel is captured and his mind read Professor X orders the destruction of the Mutant Registration act, and it all gets very serious. He is really slow, but his attacks with detachable arm bits are really powerful and when strung together in combos can be most rewarding

ICEMAN

[illegible] characters with a [illegible] variety [illegible] moves and a special [illegible]



PSYLOCKE

The twin sister of Captain Britain, her moves stem from [illegible] died in one of the comics, but [illegible] in the series.

COLOSSUS

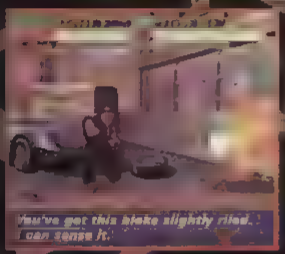
[illegible] organic metal [illegible]

SILVER SAMURAI

One of the least well known mutants, [illegible] energy channeled into his sword, with all the notable moves coming from this. One of the better fighters to play as.

AFTER DARK

For those who like to inflict a little psychological damage on their bewildered opponents, the game has a [illegible] mode of doing just that. When an opponent is defeated and the scores are being tallied, walk up to the vanquished warrior while holding the R button. Now you are free to execute a few kicks and punches while the man is down, just to add a little insult to injury. Be warned, however, that this has been known to backfire, causing your slightly peeved opponent to follow with a quick caning in the next round to show you that the fellow was you right really.



You've got this bloke slightly riled. I can sense it.

GOING DOWN!

The backgrounds in the game conceal [illegible] more than your average stages. In MK 3 (just for example, not a comparison) you could be uppercutted into the level above, but with the added benefits of the Saturn you can now fall down a terrace or two, with some [illegible] down as far as four stages. The floor will collapse after a few tasty combos or a bad fall, but the even better thing is that the fighters will still battle with each other, [illegible] meaning the combo can still hit the ground, so time your moves well.

How do you think Silver Samurai made it into this Japanese game? I guess we'll never know.

THE HIDDEN

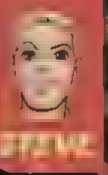
The game ... boss characters who must be ... complete the ... Magneto and Juggernaut ... far as we know, ... both available to play as ... chests but ... don't yet know ... how ... neto is one ... the mean ... Men to ... tched allegian ... bet ... ood and ... back ... He ... known as ... Ma ... which isn't the ... ghest of ... adopted ... wh ... eveloped the ... of magnetic ... but to ... you must first ... the mighty Juggernaut. And when we ... een it. ... bloke makes Sentinel look like Mr. ... ow, ... ich is the key to his undoing, but ... up ... and you'll soon regret it. A more ... ing ... characters ... from Street Fighter, and this guy ... me. All his moves ... the same, and he has a wild ... cial ... but we'll let ... nd out that for yourselves.

COMMENT

So, you easy lovers, I'm not a big beat 'em fan, and I find the 2-D variety especially yawnsome. This, however, has made me eat my hat. It's difficult not to like a licensed game that so faithfully conveys so much of the colour, action and character of its source material. The other winning formula here is a cheeky sense of humour sadly lacking from so many other games of this type – the special moves are so utterly outrageous, and so mercifully simple to achieve, that more often than not the screen turns into multi-coloured circus of flailing limbs, giant snowballs and electrical storms. At last, a decent Marvel title. And at last, a refreshingly original 2-D beat 'em up that deserves some of the limelight its sophisticated bigger brothers are currently hogging.

COMMENT

Well slap my thigh with a wet haddock, if this game isn't bloody brilliant! Let's get it out of the way early – this is not Virtua, and it never will be. But it is the best alternative beat 'em up available at the moment. The graphics ooze quality and have a certain cartoon feel to them enabling all of the characteristics to be added that you come to expect from Marvel material. The fighters are huge, extremely well animated mutants who rain off the moves at a frightening speed, and the amount of combos that are available really give a greater incentive to come back for more. But for me, the fact that this one of the most playable games in ages makes it an instant hit. It's rock hard even on the easiest of settings and, as a result, to see all of the endings is going to take some serious play hours. The only down side is that we are probably going to have to endure numerous sequels and upgrades.



Steve

Graphics

91

Super detail and backdrops, with lots of action going on at once, and no hint of slow down.

Sound

78

Even better. The characters have lots of human all pulled off at multiple speeds and no blocky sections.

Playability

90

Lots of background music to delight your ears and there are no annoyingly repetitive sections.

Lastability

91

Lots of cries and shrieks when the moves are executed, and all are pretty clear.

Overall

94

If you had a life, you won't have after playing this. Resistance is useless.

Graphics

85

With eight skill levels to master and several characters to find, this department scores high as well.

Sound

Don't be put off by the 2-D environment – this is a sophisticated and brutal beat 'em up. Purchase now!

94

SEGA

OUT NOW (IMPORT) | £64.99 (IMPORT)

BEAT 'EM UP

1-2 PLAYERS

CONTROL: JOYPAD
GAME DIFFICULTY: NAAH
CONTINUES: NONE
SKILL LEVELS: 8
RESPONSIVENESS: OKAY

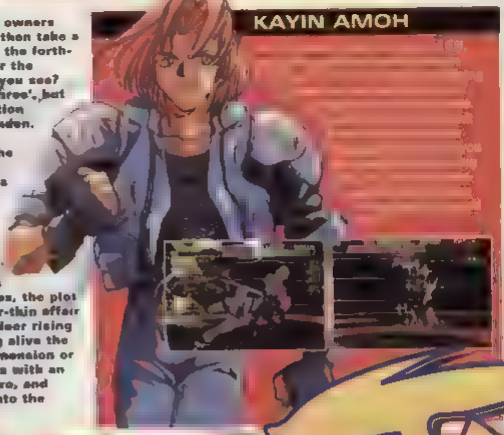
Originally a coin-op, then converted to the Playstation, this is a new arrival on the Saturn.

It's a beat 'em up. Fight your rival characters and kill the evil demons from another world.

BEAT THEM

If any Playstation owners are reading this, then take a long hard look at the forthcoming games for the Saturn. What do you see? Not only Sega's 'Big Three', but also Wipeout, Destruction Derby and now Tohshinden. Now how do you feel? GUTTED! First out of the hat is Tohshinden. The action is viewed from a variety of different angles with the camera rotating to get to those parts that other fighting games cannot reach, a la Virtua Fighter. And, as usual with beat 'em ups, the plot is the obligatory paper-thin affair with some evil wrongdoer rising from the dead to bring alive the demons from some dimension or other. The game begins with an excellent rendered intro, and then you're straight into the action...

KAYIN AMOH



EIJI SHINJO

DUKE B. RAMBERT

This guy is [illegible] of the knights from the round table [illegible] even though his [illegible] consists of [illegible] of armour, he still manages to perform somersaults and dives. Amazing. His special starts off with a spinning low sword attack, and then a huge drop down onto your head, causing about 40% damage.

MONDO

SHINDEN

RUN-GO IRON

The new Run Go Iron from Tefal is armed with a big rock club he's a Fred Flintstone for the nineties. His comeback starts with a super version of his charge attack followed by an uppercut with the club. Ouch!

BABY COMEBACK!

A slightly different variation on the finishing move/fatality is the ability to comeback causing harm in both amounts of damage to your unsuspecting opponent. When your life bar has diminished to small amounts, the remaining energy starts to flash. This is the time to start executing the comeback moves and exploit some of the characters who are able to perform combos with up to 80% damage. Most of the characters have at least two moves to their names, so take a look as MEAN MACHINES runs over the best attacks for each character.

FO FAI

ELLIS

SOFIA

SSSHHH! IT'S A SECRET

Tobal No. 1

Some moves

The Stickiebrick Olympics are won by the Legoland team.

The indignity of it – whipped into submission by a chick who dresses like an Australian tart's nightmare.

A rare treat in games of this type is the ponderous and drawn out 'intermission' intro, and Tobal No.1's is a yawn-inducing creation.

PLAY ME, PLAY ME

The story mode is an unusual [illegible] Tobal No.1. Both [illegible] as well as their [illegible] progress is [illegible] before. There is a one player game that isn't telling a tale, and [illegible] you the best part of the [illegible] one player which comes [illegible] and two player versus [illegible] which is mandatory [illegible] in this review. Also available [illegible] and two player [illegible] modes and a [illegible] where you [illegible] computer instead of a friend, but get to choose your opponent.

RENDERED USELESS

The short but sweet intro shows a few of the characters swearing about in their spoken, mean tellings of a jolly old time. The [illegible] is shown breaking out of a prison and leap frog more recruits to swell her number, and Pai is shown practising his moves a look more [illegible] to the Karate Kid Pai can [illegible] Dancing [illegible]

those horrible [illegible] show off his medallion [illegible] kicking

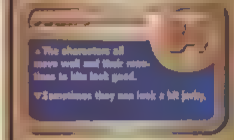
GRAPHICS

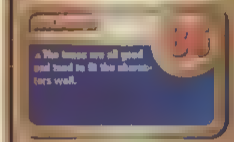
Although this is somewhere near a polished and addictive as Sega's Virtua Fighters, it still has enough good elements to make it enjoyable. The graphics are well realised, and even though sometimes the characters are a little hard to distinguish, their general movements are smooth. The sounds are excellent, and the grins and groans that accompany the special attacks sound clear and crisp. Gameplay wise, I think it does have a certain pull about it that makes you want to come back for some more, and the other secret warriors contribute to the amount of time you'll spend playing. The main differences from the Virtua series is that Tamsoft has the less than realistic fireballs and super attacks that bring in the element of fantasy fighting. However, some of the come-back moves are ridiculously hard to pull off, giving your opponent the time to dish out a real good thrashing. The relatively limited amount of moves (compared to Virtua Fighter) means that good combos won't be as easy as that, but overall this is good enough to silence the Playstation owners until Wipeout makes their misery complete.

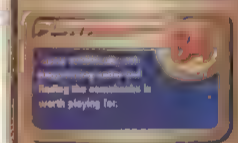
STEVE

GRAPHICS

Quite why anyone would want to invest in this with Virtua Fighter Remix already out there and Virtua Fighter 2 just weeks away is beyond me. Although this plays fairly well, the curiously angular characters are difficult to take seriously, and the whole affair is steeped in the sort of self-important nonsense that drags down so many beat 'em ups. If you're a game addict then this won't disappoint you, but if you can wait for Virtua Fighter 2 then I really wouldn't bother putting up with second best.







OVERALL
A good conversion that has the misfortune of arriving at the same time as Virtua Fighter 2.
A worthy alternative, however.
82

SEGA (AM2)

DECEMBER

£49.99

TARGET SHOOTING

1-2

CONTROL JOYPAD OR GUN

GAME DIFFICULTY MANY

CONTINUES WANTED

SKILL LEVEL 3

RESPONSIVENESS GUN:EXCELLENT

AM2's massive coin-op of last year, somewhat with smashed integrity to the Saturn. A descendent of all target games.

Take out the baddies and avoid hurting civilians for three large smashing levels

COMPLETE EXPERT LEVEL

Is it possible to reconcile the two namby-pamby blow-dried stars of Virtua Cop with our own traditional hobbies? Rage and Smarty, as they so style themselves, sport fetching bovver jackets and tanned tinted hair. Put them on crowd duty at a Millwall game, and the long arm of the law might go decidely limp at the wrist.

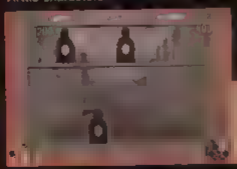
Or so you may have thought. But where our firm but good-hearted coppers might give a transgressor a clip round the ear and send them on their way, Rage and Smarty are likely to pump them full of armour-piercing and call for the coroner. In their world, wear denu and a pair of white slacks and your safety is assured. However, if you have a fetish for dressing like James Belushi in the Blues Brothers, you're asking for trouble. Especially if you happen to drift into a scene at a docks used for gun running/disused quarry/evil corporate headquarters...

RING OF DEATH

The cops wear computerised target specs that identify threats and ring them for easy aiming. The target changes colour from green to red as the target prepares to fire.

POLICE ACADEMY

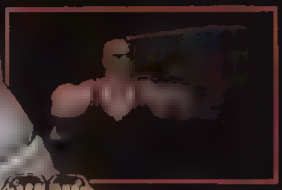
The Training Mode, lately included, is all-new to the Saturn version. Successive levels of black outline targets pop up for limited periods. To pass through training, a minimum hit ratio, and number of targets, must be reached. There's an alternative VS training option, where two play competitively, or take on one of the Virtua characters.

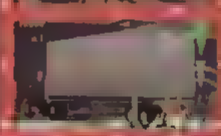


Three black bottles sitting on the wall
And if one black bottle should accidently fall

KHAKI CONFRONTATION

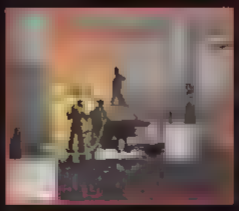
You face a figure in fatigues: your nemesis, at the end of each stage. He is armed with the game's deadliest piece: a multiple rocket-launcher that taxes you to the limit.





TNT

The red barrels nestling in the background should be exploited for their explosive properties. They can devastate the cars, crates and other cover used by baddies.



THE WRONG TYPES

Spotting a menace to society is easy with our mugshots of the morally compromised:

SUITS

Common or garden thugs, each sporting the obligatory black Burtons, tie and loafers.

HOODS

These axe-wielding maniacs pop up right in front of you and choose 'de rigeur' homeboy street gear.

TROOPS

The deadliest adversaries, these guys are into gas masks and chemical warfare outfits. Kinky, but deadly.

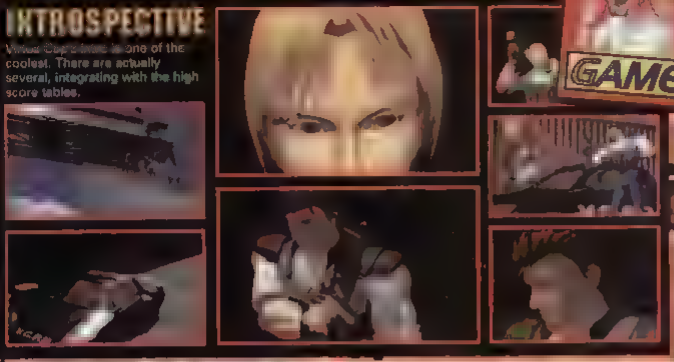
GRENADIERS

You never get a very good look at these types, as they only emerge from cover to lob hand-borne explosives your way.

MEGA GAME

INTROSPECTIVE

Virtua Cop's intro is one of the coolest. There are actually several, integrating with the high score tables.



SUPER, SMASHING, GREAT!

It's not just who you aim at, but where you aim at that counts. Points per hit are awarded depending on the wound zone. A coveted bullseye strike is worth a whopping 5000 points – eight times a common or garden leg strike.

COMMENT

My favourite of the AM2 conversions. Virtua Cop is almost the coolest game imaginable on console. However many times you play, you never lose the excitement of aiming and firing, knowing exactly how close your enemy is to returning. Virtua Cop is one of the few games to raise the hair on the back of your neck. And while the gameplay is exactly like the arcade, the graphics have lost nothing of their speed, smoothness, colour or detail. They look fantastic. The sound is brilliant, the layout and structure are equally excellent. Virtua Cop is the essential purchase for all Saturn owners this year. There are still some shopping days to Christmas. What are you waiting for?

COMMENT

I've always believed that there are two major problems with games of this type: the predictably poor quality of their construction and predictability killing prolonged gameplay. The sheer quality of Virtua Cop's conception (no pun intended) overcomes the first problem, making this simulated gunfest so engrossing that the second potential problem never has time to cross your mind. When played with a gun, Virtua Fighter so engrosses you that you take a starring role in Sega's very own Reservoir Dogs, totally oblivious to the outside world. And you really can't ask any more of console gaming than that. Even when you've completed this, you'll be looking to play it all over again. Virtua Fighter is, in fact, probably the closest Sega has yet come to recreating the arcade at home.

05 ⚠ Ultra stylish settings make this look like an episode of the Streets of San Francisco or Reservoir Dogs: the game.

08 ⚠ Amazing – when you shoot a perp, he grabs the corresponding area of his body. The scaling is incredible.

07 ⚠ Neat sounds; sort of funky cop show incidental music.

05 ⚠ The crackle of gun fire; the human carnage of execution: "Don't shoot!" Fab.

08 ⚠ Playing with the gun is like no other console experience – an [illegible] two-player mode.

07 ⚠ The missions become impossibly hectic, but you can't stop playing. The carnage is compulsive.

OVERALL

The Saturn has a lethal weapon in the great console war. Virtua Cop is a devastator.

94

SATURN
CD SOFTWARE
NEW TEN

MEGADRIVE

32X

GAME GEAR

MEGA CD

REGULAR
AS RACE COLOUR
CLUB MAGAZINE
CHEATS & MOVES
RELEASE SCHEDULE
GAMES
REVIEWS
HINTS & TIPS
ALL CHANGES
UK PRODUCTS
HEAVY DISCOUNTS
X5 SAVERS
GAMES TOKENS

Special Reserve Club in the World

The Biggest Gamers NOW on the Internet

Club Shops at CHELMSFORD, ESSEX

10am to 8pm
7 days a week!
01279 600204

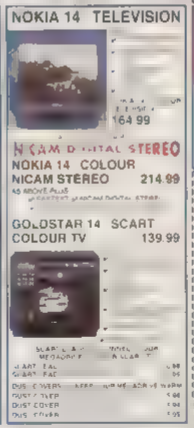
FREE WHEN YOU JOIN:

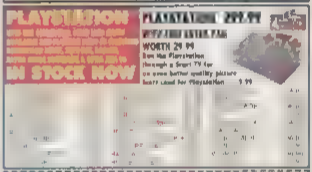
GUYVER 1
Animated Action MANGA
VHS VIDEO Rated 15
OR

SUPERMODEL KELLY
on quality laminated MOUSE MAT
ABSOLUTELY FREE

12.99 NEW ... Manga VIDEO
STREET FIGHTER 2 ANIMATED MOVIE

SEGA SATURN ... 309.99
WITH ONE GAME AND ONE CONTROLLER
SEGA SATURN WITH ONE CONTROLLER AND DAYTONA USA 309.99
SEGA SATURN WITH ONE CONTROLLER AND PANZER DRAGOON 309.99
SEGA SATURN WITH ONE CONTROLLER AND VIRTUA FIGHTER 309.99





WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

MEMBERSHIP FEES	UK	EC	WORLD
ONE YEAR	£6.00	£8.00	£10.00

Club benefits include regular club magazines £180 worth of X5 Savers coupons per year, club competitions and huge discounts ... no obligation to buy ...

Overseas orders must be paid by credit card ... subject to ... businesses
Overseas surcharge £2.00 per software item or 25% on other items

MPP

Postcode
Machine

NEW MEMBERSHIP FEE (ANNUAL UK 6.00)

... additional optional postage charge ...
... £3 Hardware

ALL PRICES INCLUDE UK POSTAGE & VAT £

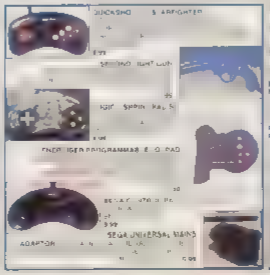
... Cheque/Postal Order/Credit Card/Switch/Visa

MEGA DEALS! MEGADRIVES FROM 69.99

MEGADRIVE 2 WITH EURO CLUB SOCCER	69.99
MEGADRIVE 2 WITH SUPER KICK OFF	89.99
MEGADRIVE 2 WITH 5 X GAMES	89.99
MEGADRIVE 2 SPORTS PACK	89.99

SEGA 32X NOW 89.99 (LIMITED STOCKS)
SEGA 32X EXPANSION MODULE 89.99

MEGA CD BUNDLE 119.99
MEGA CD 2 WITH
ETERNAL CHAMPIONS CD 119.99



Mail Order address. Cheques payable to:
SPECIAL RESERVE
P.O. BOX 847, HARLOW, CM21 9PH

... Credit charge card subject to status. See the club magazines for details.

TBA

IMPORT (£20)

CONTROL: JUMPAD

GAME DIFFICULTY: HARD

CONTINUES: 5

SKILL LEVELS: 3

GOOD

A Game Gear title as fun, multi-textured, multi-levelled, shoot 'em up as classic.

Run, slide, climb, jump and hover through level after level of hostile marauders.

ENJOY THE LEVEL 1 DEMO

The Game Gear's days might be numbered, but there seems to be no shortage of quality titles appearing for the little grey box, even if they aren't all appearing on these shores. Gunstar Heroes stretches the mini-console pretty far by packing at least the flavour, if not the full breadth, of the shoot 'em up onto a mere 4 meg of hand-held fun.

Drawing a veil over the incomprehensible and lengthy intro sequence (you're basically armed to the teeth by Japanese pixie-type weirdos and sent on a killfest across everything from Mexican pyramids to the deck of a destroyer and some rather cute treehouses. Destroy everything in your path, except for the ridiculous Commando Rambo types that populate Third Reich style getups, there's not much else to it really, but needless to say finding ever more inventive ways to kill ever more varied bad guys should keep you amused for quite a while.

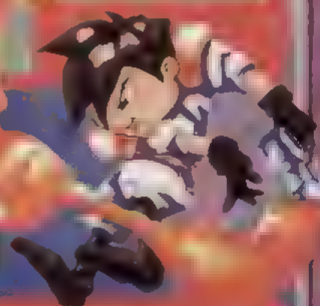
BOSS MEN

Gunstar Heroes is literally littered with

animated pyramid Blocks, Transla

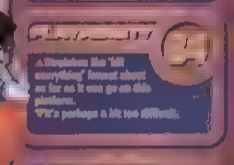
don't stay still for too long - you'll

GUNSTAR HEROES



COMMENT

COMMENT



SEGA RALLY CHAMPIONSHIP 1995

BY SEGA (AM3)

RELEASED JANUARY

PRICE £49.99

GENRE DRIVING

ORIGIN

1-2 PLAYERS

CONTROL JOYPAD/WHEEL

GAME DIFFICULTY MEDIUM

CONTINUOUS MODE

SKILL LEVELS 3

RESPONSIVENESS SUPERB

Conversion of the hugely successful coin-op by AM3, Sega's world renowned development team.

Race around three courses and beat your opponents to find secret tracks and cars.

3RD ON MOUNTAIN STAGE

We've already looked at Virtua Fighter 2 and Virtua Cop, two of Sega's "Big Three" new titles. Everything falls into place with Sega Rally, the last of the big guns that Sega are hoping will win them the super console war.

AM2 reshaped the way we look at racers today with their enormously popular Daytona USA. Not to be outdone, AM3, decided to turn all their man (and woman) power to producing an even bigger hit for the arcades. The fruits of their labours was the massive hit Sega Rally. Now AM3 have reprogrammed the game from scratch for the Saturn, and the results are interesting. Research and work have been good. The tracks have all been recreated from the arcade alternates, and this includes all possible crammed into a keep your coin-op fans happy. The two player option has now been perfected, and deserves a long spell screen mangles to energy alone at a fast rate of knots. Gear up for the ride of a life-time.

I CHALLENGE YOU!

Here we are on two player mode, and the graphics on all this split screen malarky are just as good

DOWN BY THE RIVERSIDE

By now, most people are aware there is a secret track called Lakeside. Not to be confused with the establishment in Essex, this is the course to end all courses. To get to this feast of autumnal treats you have to come first in the final race, which is no mean feat. Then you'll be whisked off to Lakeside to witness all the golden leafy splendour of a spin in the countryside. Lovely.

MEGA GAME

A RALLY

IPIONSHIP

995

ATIONAL

ENGINE'S GAWN GUV'NOR

If you get tired of the standard automobiles, then the option to customise your own little rust bucket is available. Here's a look at what you can change:

HANDLING

Change this from 1 to 5, with 1 being slow and 5 quick. The quicker the selection, the more responsive the car is, meaning you have to be more precise when taking corners.

TRANSMISSION

As from 1 to 5, but this time 5 is soft and 1 is hard. If 5 is selected this time, the tyres will [illegible] much more sensitive car will [illegible]

[illegible] bumps effect the front of the car. This seems to have

BACK SUSPENSION

BLOW OFF VALVE

DRIVING MISS DAISY

The game features a co-driver who blasts out instructions to you at every corner. Most of the time he's pretty helpful, along with the colour coding that appears around the direction of the turn and the sharpness. Blue is easy-peasy, whereas red shows a particularly nasty one. Unfortunately, not in the two player mode, however, so any turns of friends will have to be negotiated unaided.

VERY SUSPICIOUS

COMMENT

MARCUS

Smooth, fast, atmospheric and compulsive. If you're only looking for one racing game (regardless of format) then look no further. What makes this so attractive is Sega's attention to detail in creating a racing simulation, as opposed to a straight driving game. Of course, this functions as both very well indeed, but how the added beams of the sounds and sights that makes the whole experience almost tangible. To play devil's advocate for a moment, I consider this the weakest of Sega's 'Big Three' for a number of reasons. Firstly, it's not perfect – scenery doesn't suddenly loom at you the way it did in Daytona, but it's still not clipping free. Secondly, the relatively leisurely pace this lacks [illegible] games) means that your long term playability will be reduced to shaving seconds off your best time for each course. But I'm splitting hairs – this is undeniably state of the art. At least until the goalposts are moved again.

COMMENT

STEVE

This is the icing on the cake for Sega owners, another watertight argument in favour of buying a Saturn. This game is awesome. The graphics are pushing the Saturn to its limits and the result is an ultra smooth, hyper fast conversion of the top arcade game. The [illegible] that drove Daytona's [illegible] has now been redrawn, bringing the slick 3-D images to our homes in superb fashion. The commentator is a little annoying but tunes are generally good and Rally scores top marks for me in the playability stakes. This is one of the few driving games that I just want to play and play just to try and better times or work out how to take a corner more effectively. Despite having only three tracks (and Lakeside) these are sufficiently [illegible] to keep [illegible] right on point.

GRAPHICS 93

▲ Flipping is at a new low and the 3-D graphics create an excellent racing environment.

SOUND 83

▲ Details on the car look good, even when exiting

PLAYABILITY 93

▲ Music throughout the game is generally good, with some good beats mixed

LASTABILITY 92

▲ The crash noises are OK and the commentator, if a little annoying sometimes, is generally helpful.

ORIGINALITY 85

▲ Top notch. Trying to better old times and master courses provides a lot of entertainment.

OVERALL 95

▲ Some may feel let down by 'merely' three tracks, but they are tough to master, and there are many more to [illegible]

The completion of Sega's new wave of games is the cherry on the cake. Brilliant stuff and definitely worth a look.

NEW GENERATION CONSOLES
3 The Parade, Stonegate Road, Leeds LS6 4HE
ring 0113 230 6007

PLAYSTATION GAMES
2 LEAGUE PRIME GOAL (JAP
HIGH PERF SOCCER (JAP US
RAYMAN (JAP US
MORTAL KOMBAT 3 (JAP US
LEMMINGS 3D (JAP US UK)
JUMPING FLASH (JAP US UK
THEME PARK (UK US)
ODDWORLD (US)
BASES LOADED (JAP US
WWF WRESTLE ARCADE (US
METAL JACKET (JAP US
TWISTER METAL (UK US)

PLAYSTATION GAMES
DESTRUCTION DERBY (UK US)
ALIEN TRILOGY (US)
WARHAWK (US)
VIEWPOINT (US
DESCENT (US)
DARK STALKER (JAP
KING OF BOWLING (JAP)
DISCWORLD (US)
W PIZOT (UK US)
WING COMMANDER 3 (US)
BIG HURT BASEBALL (US)
ROAD RACER RE-OUT ON

LIMITED SPECIAL OFFERS
ACE COMBAT (JAP) £44.99
GUNDAM (JAP) £44.99
PHILOSOMA (JAP) £44.99
NIGHTSTRIKER (JAP) £44.99
SATURN IMPORTS
VIRTUA FIGHTER 2 (JAP)
SEGA RALLY (JAP)
VIRTUA COP (JAP)
[illegible] (JAP)
VIRTUA RACING (US)
HANG ON 95 (JAP)
MORTAL KOMBAT 3 (JAP)
TOSHINDEN
SIM CITY 2000
CORPSE KILLER
K NG OF THE EIGHTS
K MEN

ALL UK PLAYSTATION GAMES NOW IN STOCK BEST DEALS ON PART EXCHANGE
VIRTUAL BOY IN STOCK
COMING SOON (around Dec 3rd) - ULTRA 64 - RING FOR DETAILS!

WHY BUY?
£3.50
FOR EACH EXCHANGE
ES OUTSIDE UK
LIST THE MEGA GAMES THAT YOU OF SIMILAR VALUE
MEGA XCHANGE
SEND YOUR BOXED GAMES INCLUDING MANUALS IN A PROTECTIVE ENVELOPE
INCLUDE YOUR NAME & ADDRESS & CHEQUE/PO PAYABLE TO "MEGA XCHANGE"
24 hr

What do you get when you advertise in Mean Machines Sega?
MORE readers than any other Sega magazine
MORE in depth games coverage
MORE buyers and influencers
MORE PROFIT
If you want MORE
Chris Perera or
Liza Hawkes
0171 972 6700

Visions
Games and Consoles Stock Exchange
Buy, Sell, Swap and Part Exchange in
★ PLAYSTATION ★ SATURN ★ 3DO ★ CDI ★ JAGUAR ★ 32X ★
Mega CD ★ Megadrive ★ SNES ★ NeoGeo CD
★ Playstation & Saturn Game Rental only £1 00 per day.
★ Large numbers of new and second hand games in stock plus imports
★ Saturn Converters only £24 99
Ring our Tel/Fax Games Hotline (7 days) for details
Visions, 728 King Lane
Leeds LS17 7BA
TEL/FAX
AFTER HOURS
0374 651703

THE ADVERTISING STANDARDS AUTHORITY 2 TORRINGTON PLACE LONDON WC1E

HACKS/TIPS/CHEATS/CODES
WITH

WORMS

TEAM 17

JANUARY

TBA

PUZZLE

1-8 PLAYERS

CONTROL: JOYPAD
GAME DIFFICULTY: HARD
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: VERY GOOD

Another PC-originated puzzle game featuring cute characters and wanton destruction.

Destroy four 'enemy' worms before they do the same to you, in a best of three round battle.

WIN EIGHT ROUNDS

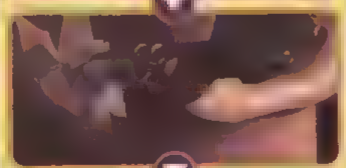
Unfortunate beamy mishaps and slipcases seem to be cropping up in all sorts of games at the moment. Boogerman based a whole game around farts, snots are soggys, Super Skidmarks provided us with unlimited cheap gags, and now Worms. What next, we wonder? A game called Piles where you help defeat the evil Wart Man in a struggle to cure all straining and constipation?

One of the many PC puzzlers originally using the mouse, Worms was the brainchild of Team 17, who've been behind Mike Tyson Boxing, Alien Breed and Project X. In the world of the Worms, you use a simple interface to control as many worms as possible using the mouse and keyboard. There are thousands of randomly-generated landscapes to use, each with its own completely unique hazards.

Worms are very unfortunate creatures. They are constantly falling into the sea, blown up, shot, and it's goodnight Vienna. The game can be played for a variety of different formats from a single, best of three rounds knockout, a league battle with a number of teams all competing for the honour of being Champion worm. Only if you fancy a bit of a challenge then you can choose three or four teams participating at once.

WORM YOUR WAY OUT OF THAT

Worms' graphics are considered [illegible] and the worms themselves are [illegible] Bazookas and hand grenades are [illegible] for the [illegible] Cluster Bombs and knives are [illegible] Mine [illegible] Cuss Other [illegible] Worms [illegible] by [illegible] Each [illegible]



BAZOOKA JOE
LONG RANGE
CLEAR
CLOSE RANGE
CLEAR SCENERY
MOVE
MOVE WORM
END GO
WORMS

GET 'EM RINGO

One of the more novel features is the ability to custom-name any of the worms you play with or against. There are a number of saved teams already in the game, and each vary in their strength. The Fab Four are reformed Beatle worms, so if the chance to blow the crap out of Ringo and Paul is your idea of [illegible] or a spoon if you so desire.

The sudden death takes all worms life to 1, then you fight.

The missile is fired, and the result is the grilled worm on the right.

YOU'LL REGRET THAT

One of the funniest parts of the game is the speech from the worms themselves. After you have killed or injured a worm, they follow it up with a volley of verbal to let you know their immediate feelings. All of them are in suitably squeaky, high pitched voices that make them sound even funnier. And if you manage to blow yourself or one of your team mates, the [illegible] will touch on the sarcastic side, just to make you feel even more stupid. When your worm [illegible] himself, they decide to kill [illegible] by distributing a miniature bomb preceded by a little "bye, bye" to gain your sympathy.

COMMENT

STEVE

[illegible] a lot [illegible] appeals to me. The idea is a novel one, and brings a fresh aspect to the genre. The intro and other [illegible] someone are quite amusing to watch, and [illegible]

[illegible] play, especially with [illegible] expressions. The [illegible], however, is the [illegible] of teams available. [illegible] a league means [illegible] a lot of playing [illegible] with the computer [illegible] a lethal shot, the [illegible] chances of long-term gaming [illegible] good. Great [illegible]

COMMENT

MARCUS

This is just the type of quality puzzler the Saturn needs to round out its [illegible]

Lemmings, this is streets ahead of recent efforts like [illegible]

and the gameplay, while very addictive, is something of an acquired taste. A [illegible] I found the one player mode to severe it made everything a bit frustrating. Play this against someone else, however, and it's superb.

88

▲Excellent intro sequence and small, but well defined, graphics.
▼Backgrounds are a bit too similar in places.

90

▲The worms themselves are as realistic as could have been hoped, and their size isn't a problem.

78

▼There is only one in-game tune, which gets a tad boring after a while.

91

▲The speech is excellent and really adds to the game's sense of humour. The death cries are good too.

91

▲Two player mode is excellent, and even in one player you have to come back to beat the computer.

87

▲The league format encourages a lot of long term use.
▼Some may resist from playing one player mode because the computer is merciless.

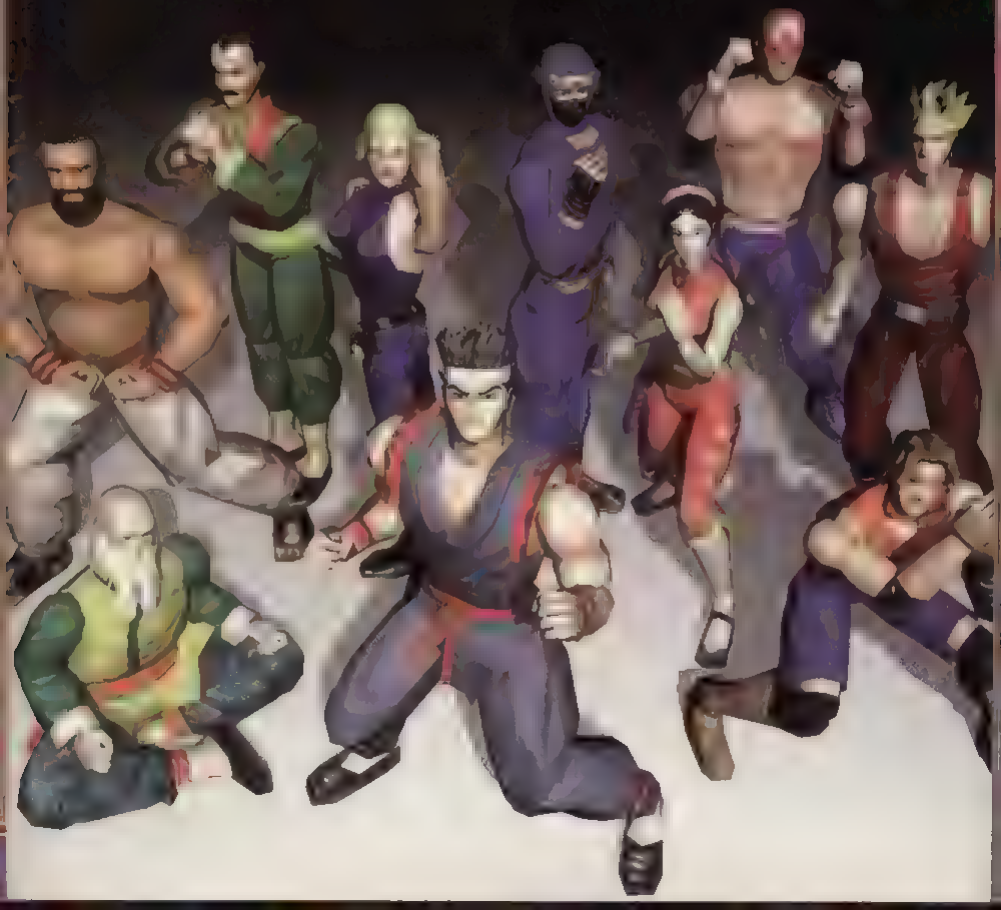
OVERALL

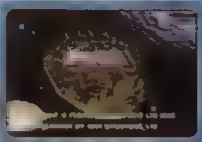
An excellent puzzler that oozes playability but, discovering the rendered sequences, doesn't quite [illegible] Saturn's potential.

87

ISSUE 2 HAS ARRIVED

MAXIMUM





SEGA

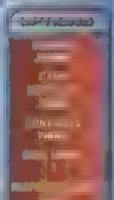
JANUARY

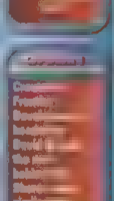
TBA

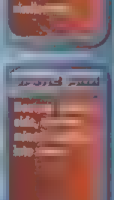
SHOOT 'EM UP

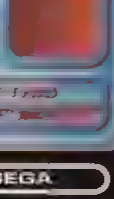
1

16







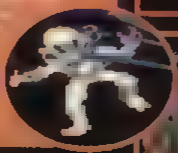


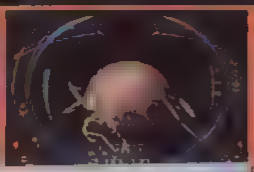
It was John Major that first advocated going 'Back to Basics', an idea that was received with all the contempt it deserved. But a similar idea is sweeping through the games industry. Darxide, the work of David Braben who put together one of the most complex game concepts ever – Elite, stays true to the plot and essence of Asteroids, an Atari vector coin-op of 1980.

The plot is simple: blast all the asteroids in the field before the bash into you, and take out the odd scudding alien too. Your ship is a little more sophisticated than the pitiful pointer of the prehistoric original – in a wonder of press-on technology, it now has wings. Four of them, heavily impregnated with laser armament. And if that doesn't keep you fresh and dry, nothing will.

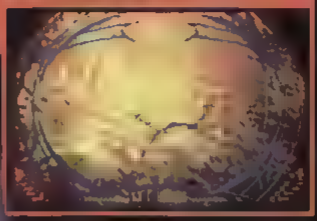
GET YOUR ROCK OFF

MANIC MINERS



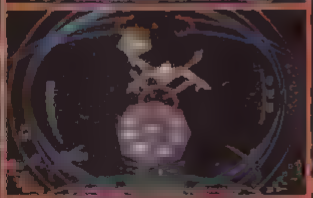


BLUE MOON

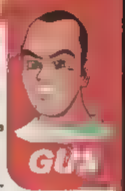


XIDE

YOU F.O.



COMMENT



I've altered my opinion of Darxide as I've continued playing it. Even this comment has undergone changes, as the gameplay itself became much more promising. There are several cool things about Darxide; the music, the inertial control, the texture-mapping and neat light-sourcing. The game does have some atmosphere. But initially it seems devoid of drama, with little apart from time limits to tax you. However, five or so missions into the game and things pick up – groovy alien saucers swirl around your ship, huge bombers chuck proton torpedoes at you, and although you'd never have suspected it, the game becomes quite chaotic. Darxide is at heart a homage to Asteroids, and not the most amazing game on a console, but it's an unusually concentrated blast fest for the 32X.

COMMENT

David Braben refuted my suggestion that Darxide strongly resembles the combat sequences from Elite. Nevertheless, similarities continued to nag me throughout this. While Gus is right in saying the gameplay becomes more varied as the levels unfold (the chance to act as 'convoy fighter escort' midway through the game is a welcome break) you're ultimately playing 3-D Asteroids with knobs on. Plus points include the excellent texture-mapped asteroids, the nifty lock-on targetting system and the depth-cued sound. Points off, however, for the limited scenario and strung out gameplay which evolves too slowly. As a component of a broader game, Darxide would have added some superb spacebound atmosphere. As it stands, it's a strangely 'empty' experience that fails to excite.

GRAPHICS

8

▲Texture-mapped asteroids and an impressive player vehicle.

▼There's not enough going on in space.

PLAYABILITY

8

▲Good movement in 3-D and excellent miner ammunition.

▼Some jerkiness and slowdown with a lot onscreen.

SOUND

8

▲Lots of excellent synth-based tunes.

SPECIAL

8

▲Good all-round effects, with clear speech and use of spatial sound.

LASTABILITY

7

▲Has the pleasing simplicity of Asteroids and 3-D shooters.

▼A sense of danger enters the game much later on.

ADDICTION

7

▲New game elements with each successive mission.

▼The same scenario all the way through becomes limiting.

OVERALL

79

A challenge-raised thought wearer-inched space odyssey. Simplistic at first but it does pick up considerably.

SEGA

TBA

TBA

PUZZLE

1-2 PLAYERS

CONTROL JOYPAD

GAME DIFFICULTY CHALLENGING

CONTINUES NONE

SKILL LEVELS 3

RESPONSIVENESS GOOD

A fruit 'n' veg version of Puyo Puyo, complete with a menagerie of cute critters. Destined for the arcades and the Saturn in 1996.

Enlist careful strategy and helpful hungry animals to clear your screen of tumbling blocks of food.

As regular readers will know, cute games have had a long and chequered history. Fluffy bunny rabbits, cuddly hedgehogs and cheeky foxes have all come and gone. Never in the history of gaming, however, have so many cutesy animals come together for such a colossal clash of the cutesy titans.

Baku Baku is another spin on Puyo Puyo that requires precision layering of your tumbling blocks in order for disintegration-friendly patterns to form within your amassed pile. In this instance, you play Connect 4 with bananas, bamboo bones and carrots, in the hope that a passing monkey, panda, dog or rabbit will fall out of the sky and munch a nice long line of them. Which isn't as improbable as you might suppose. Unlike Tetris, where your aim is simply to clear your screen as efficiently as possible, Baku Baku sees you carefully time your gameplay so you amass as much junk as possible, then have it eaten as quickly as possible so a large part of it can then be offloaded onto your hapless opponent. The task is made easier by magic Baku Baku gold coins which dissolve all examples of the foodstuffs they land on, and harder by devious opponents with sharp timing. So, if I can tear Claire away from the cutest game of the year, he goes...

Woof. Give me a bone and I'll be happy. Chuck me a load and I'm ecstatically chomp away until I bump into a block of bamboo shoots, or something similarly yukky. Bleagh. Woof.
Thankfully I restrict my interests to rabbits, my favourite pursuit carrots. Luckily there's plenty around to gobble up.
BAKU BAKU
A cheeky punk-tattooed chappie with a fondness for bananas. I'll cheerfully chomp cratefuls given the opportunity.
Seeing as I'm a panda, I pump for bamboo shoots as my chosen chunks of sustenance. Line up as many rows of the hard chewy stuff as you can for me.

GRAPHICS 82

- Lots of shiny routines in Sega's virtual zoo of mutation. Graffitiyishly basic and clutter free.

SOUND 80

- Smooth and detailed, the trampled animal chomps are especially fun.

VALUE 80

...dities that match the super-sweet graphics.

[illegible] 81

- Chomps and KOs are ...forceful.

[illegible] 83

- Engaging, engrossing and enjoyable gameplay.
▼Mastering the most productive techniques may take a while.

[illegible] 87

- Largely down to the quality of your opponent ...
▼The game's partial reliance on luck may put some off long-term play.

OVERALL

Too sugary for some, perhaps, but this is highly polished and devilishly addictive.

84

The Munch Bunch

...screen.

I'm a secret character you'll encounter if you're clever enough later on in the game. Needless to say, I don't find bamboo or bones terribly appealing. I prefer slices of holey cheese which fall specially for me.

BY SEGA

NOW | IMPORT (£65)

RACING

BREAK DOWN

1 PLAYER

CONTROL

DIFFICULTY

CONTINUES NONE

SKILL LEVELS 8

RESPONSIVENESS GOOD

Another attempt at conveying the fast and furious world of Formula 1 Motor Racing.

Take on 23 fellow drivers and speed your way to pole position before the lap are up.

WIN ADVANCED

F1 Live Information

Murray Walker is a slaphead. Although he does seem to know what he's talking about, his style of commentary translates it in the most bizarre way. And he is also cursed with one of the worst cases of bad timing ever. Take the time when Mansell appr[illegible] lap of a race leading by miles, and Murray chirped that he was bound to win. Mansell promptly developed engine failure and was forced to retire a mere 500 yards from the finishing line. Bummer "Oh, I don't believe it!" shouts the gobsmacked Murray, having added another clip to the Aunties' Sporting Bloomers collection. The man needs help.

[illegible] Murray Walker Sp[illegible] [illegible] pro[illegible] [illegible] ed to pay [illegible] ore attention than usual. Commentary aside, what we have here is the game of the F1 Championship that has [illegible] impressions of our [illegible] ation as Damon [illegible] ve got Caterpillars for overalls' H[illegible] [illegible] Michael. It's really pronounced' Shoemaker for the [illegible] nt e of World Champion. By the time you read this it will of course [illegible] ong be over, with Shoemaker and Benetton clearing up [illegible] like a married couple their ashes [illegible] [illegible] ments and the recent tragic deaths and serious crashes h[illegible] caused the sports profile to rise quit[illegible] [illegible] y. Never [illegible] ase to pass up some publicity. Sega have snapped up the rights for the use of all F1 related doobries and the result is the game you see before you...

COMMENT

MARCUS

Scooby Doo trees. That's the problem with this game. Do you remember how in the classic Hanna-Barbera cartoon the backgrounds to chase sequences were punctuated with the same ten trees zooming past over and over again? Well in F1 Live Information (daft title) we become familiar with the same 'blocks' of trees, albeit in varying colours, over and over again. Things don't get much better in Monte Carlo, where the city's risk architecture is reduced to bland and flat-looking Lego structures, all of which start to look very samey. Looks aside, this plays very well, with a realistic car action and tight, responsive, controls. The inset television screen is very impressive and the commentary might even add something if it's translated for these shores. But if how your racing games look is as important to you as how they play (and they are, after all, partly simulations) then this might disappoint.

COURSE WE CAN

There are six different tracks to race your way around and the

CAN YOU FIX ME UP?

COMMENT

STEVE

After the small disappointment of Nang On, I think that this is a slightly better game all round. The graphics are the one aspect that probably isn't on par with Nang On, as they tend to be a little jerky and rough in places, but I found this a bit more exciting to play as a whole. The feeling of picking up speed is excellent when you are going through tunnels and bridges, but get in an open space and suddenly the effect is lost. The tracks are of a good variety, and difficulty is also well balanced. There are also a good range of cars to choose from and the inclusion of real Formula 1 teams is a good addition for the officianados. However, the commentary is annoying and there should really be a two player mode. Not too bad though – real racing freaks should especially enjoy this.

GRAPHICS 81

- Superb intro, and good detail on the cars.
- [illegible] places.

SOUND 71

- Nobody moves in the pit lane. They look like cardboard cut outs.

PLAYABILITY 83

- Enjoyable game, but no groundbreaking stuff.

LASTABILITY 82

- Realistic engine noises and revs.
- Shut that bloody commentator up!

ORIGINALITY 84

- The car handles well, meaning you don't get frustrated whilst playing. Manual and Automatic gears are always good [illegible]

OVERALL 81

- The chance to beat Shumacher is always worth coming back for.
- There aren't many courses to beat him on.

Good fun to play, but some [illegible] graphic areas ruin the overall effect.

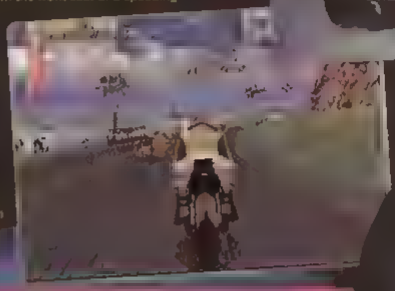
84

HANG ON GP'95

In the age of the 3-D driving game, Daytona USA rules the Saturn roost as the current 'must have' purchase. Before Sega finally release the goalposts, Hang On GP '95 looks set to sneak over the finishing line and [illegible] **for itself.**

You know the routine – narrow winding roads, a couple of tunnels, some interesting background aerial activity and a bridge thrown in for good measure. Hang On rivals all these essential ingredients and adds one cunning twist – you survey this visual splendour not from the comfort of a racing car, but from the front seat of a speeding motorbike. Pretty smart, huh?

OK, so it's not the most original twist on a well-worn theme, but Hang On's transition to Saturn nevertheless marks a first for the console. Until Sega see fit to convert Manx TT, this could be the best way to notch up a ton on two wheels without leaving your house.



UNEASY RIDER

[illegible] easy to prang your bike in GP. Minor mistakes are usually [illegible] somersault away from its [illegible] flying across the [illegible] barriers colliding with the ground. Although [illegible] did we ever repeatedly drive into walls simply to watch all this. Despite [illegible]

HIT ON THE SIDE

Repair work is essential on long hauls – even the [illegible] tuned machine will let you down if it's overpowered. The [illegible] tells you whether you can afford the time and pull into the signposted detour points. Then sit back and watch someone else do all the hard work.

HANG ON GP'95

SEGA

OUT NOW

IMPORT (£59)

GAME TYPE: RACING

GRAPHICS

SOUND

PLAYABILITY

OPTIONS

JOYPAD
GAME
AVERAGE
CONTINUES NONE
SKILL LEVELS 3
RESPONSIVENESS SLIPPERY

CHALLENGE

A pacy and smooth-looking Daytona up a motorbike.

ORIGINALITY

LASTING APPEAL

Bomb around six courses, either in competition against other bikers or in an attempt to better your times.

OVERALL

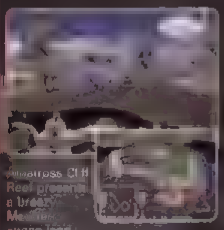
The winner on courses 1-3.

The first thing that strikes you about this is the quality of its appearance – photo-realistic mountain ranges form the backdrop to fast-moving roadways. Everything is well realised with a minimum of clipping that sets this in a different league from Daytona, if not quite in the Premier Division of the forthcoming Sega Rally. Had the control and appearance of your bike on the screen matched the quality of the background and 3-D graphics then everything would have been swell. Sadly, your angular-wheeled dream machine leans alarmingly at the slightest influence of the joypad, and any collisions or bumps reduce you to a juddery pinball bouncing all over the road. You're left with a fast-moving travelogue that's best admired from a distance.

This game produced a mini-argument in the office about its overall score – not because it's a good, but sadly because it's a bit dodgy. The motorbike looks like it's stuck to the floor with super glue, and the only thing that seems to move is the background. However, the backgrounds do move in an impressive way, creating the impression of a very fast-moving game. At the end of the day though, when I built up a lot of speed I'd clip the side and stack my bike in spectacular fashion. Even if I didn't write the machine off, I'd be pranged around from side to side like an Ariolette in a washing machine. This could have been the surprise title of the year, but unfortunately it's just crap.

LONG AND WINDING ROADS

There are three principal courses to traverse, offering you the chance to sample the visual delights of everything from mid-European architecture to the sleek lines of an American concrete and glass jungle. If you do well enough, you get the chance to tackle three more 'secret' versions of the original courses which are expanded and augmented for added difficulty.



The Crimson course is perhaps the most impressive, ... lowing hills to admire as you ... around corners. On your final lap ...

New Dwells sees you negotiate the tight city streets of a ... under ...

83

▲ Backdrops are detailed, buildings look solid and there is rich variety between the courses.
▼Your bike looks like it's made of Lego.

86

▲ Fun courses and all their tourist attractions are superb, and fairly zipping-free.
▼Your bike moves supremely static.

70

▼This is yet another game saddled with endless 'widdly widdly' pseudo heavy metal guitar notes. Horrible.

71

▼The bike engine does sound a bit like a fly caught in a bottle.

78

▲ Generally hampered by the over-eager leaning motion of your bike, but otherwise fairly motoring and even exhilarating in places.

80

▲ The 'secret' courses and bike provide some incentive to complete this.
▼The variety is mainly visual, and the control remains untrue.

LL

Corners have been cut, and what could have been a brilliant game is sadly compromised.

79

BY ELECTRONIC ARTS

RELEASE

PRICE £44.99

GAME TYPE SPORTS

1-4 PLAYERS

16 MEG

BREAK DOWN

OPTIONS
CONTROL JOYPAD
GAME DIFFICULTY MEDIUM
CONTINUING SAVE GAME
SKILL LEVELS 3
REDRAW/VIDEO SMOOTH

ORIGINALITY

ORIGIN
A completely new game engine for the new classic PGA Golf series.

CHALLENGE

ACTION

GAME AIM
Hit little balls with little sticks, and aim for little holes.

STRATEGY

REFLEXES

BEAT THIS

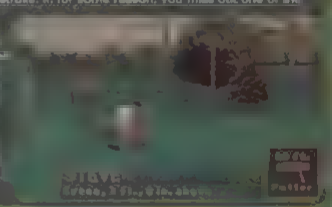
PGA TOUR 96

Golf must be one of the most frustrating, yet addictive, pastimes. Everybody must have broadcished [illegible] sticks of metal in the hope of knocking a small ball into holes. Levels of [illegible] range from the [illegible] bad, like those who whack great divots of sward (technical term) all over the fairways leaving huge craters in [illegible] ground, [illegible] for all you armchair golfers.

[illegible] tion. This time, EA have thrown all the old aspects out of the window and revamped the entire thing. The graphics are [illegible]

FORE! GOD'S SAKE

The swing meter has now undergone a change of image. Instead of the usual bar along the bottom, it comes in the form of an arc, surrounding the golfer's body. Three button presses must be made in order to take a shot. The [illegible] to start, one to stop the [illegible] to halt the downstroke. If, for some reason, you miss out one of the presses, there your golfer wi[illegible] duff his shot and the ball will travel approximately [illegible] yards. For those who think that's quite far, just remember, m[illegible] average amateur hits a not particularly [illegible] over 25 feet.



COMMENT

At last! An EA sequel that isn't completely the same as the original(s). PGA Golf is a totally new game and what a corker it is. Even though the basic stuff is all there, it's all presented in a new manner, and means that you are playing a virtually new game. The swing meter needed a change and this time it's a lot harder to get a perfect shot, meaning hours of practice are needed. Also the shots are affected by the type of lie you have. If you are on an upslope, the shot will veer left regardless. It's little details like that that make these PGA games what they are. The fact that there are only three courses is a bit of a bummer for 1 player modes, but overall it's a much needed new format. In my view, it works really well.

GIMMIE THAT!

A new and novel feature to crop up in this is the ability to 'Gimmie.' Confused? Let me explain, my child. If you end up with a fantastic shot that ends up so close it's unmissable, or you roll up a putt inches away, an option called 'gimmie' appears, enabling you to pick up the ball without putting. This adds one to your score and saves time and hassle. Unfortunately it's only available on the practice rounds. Never mind.

COMMENT

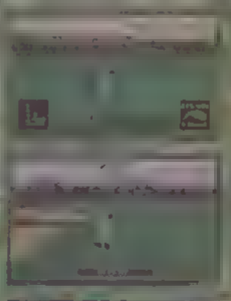
What a peach of a game. I defy anyone with even the deepest loathing of golf not to get even mildly addicted to this detailed and user-friendly simulation. What really appeals to me is the refreshing '3-D' affect and the superb responsiveness of the 'swingometer'. Timing your swings requires split second control and anything less than perfect would have scuppered the whole game. On the down side, the cartridge can't seem to keep up with all the visual garnishing EA have added, and it can be very slow in loading holes up sometimes. But what's golf if it's not a leisurely pursuit?

SKINNY DIPPING

The range of game styles to try your hand at is broader than the entrants for a whale lookalike contest. Obviously you can play a tournament on any of the courses, but you can also play an 18 or 9 hole practise round, or Match Play in which the best score wins the hole, and whoever has claimed the most holes at the end of the round wins. The EA-Shoot Out contains all four players, human or computer, and the person with the highest score at the end of the hole is eliminated. There is the drawing range, practise putting green and 'play a single hole' options, but the best for multi-player frivolity is the skins option. Each hole has a certain amount of money on it, and the lowest score wins the cash. If the hole is tied, it's carried over and added to the next hole until someone wins.

ALL BALLS REALLY

The game can incorporate up to four human players, but if you feel you need a bit of a personality change, there are 10 American PGA Tour pros for you to play as or play against. Each one has their own swing and strengths, and it is advisable to play to these. All the best Yanks (if there is such a thing) are here, meaning you can play as a pro and even look like one. Th



GRAPHICS	92
ANIMATION	90
MUSIC	86
EFFECTS	85
PLAYABILITY	91
LASTABILITY	90
OVERALL	90

MIGHTY MORPHIN POWER RANGERS THE MOVIE

RELEASE:	OUT NOW
PLAYERS:	1-2
BY:	SEGA
MEG:	16
PRICE:	£39.99
GAME TYPE:	BEAT 'EM UP

GRAPHICS	44
EFFECTS	40
ANIMATION	43
PLAYABILITY	41
SOUND	44
LASTABILITY	42

OVERALL 42

This is not worthy off anyone's attention. Even fans will be severely disappointed.

Trying to write something interesting and different about Power Rangers is like trying to tell Marcus that Quentin Tarantino is a prat, and Claire that Namley the teddy isn't a real bear. It's impossible. The Lycra-clad, skin-tight outfits and rubber-costumed monsters fighting in someone's local park have sent the children of today crazy. The merchandising ploy to accompany this is an even greater farce, with all manner of lunch boxes and pyjamas now available to own. The next license in the Christmas gift list is this scrolling Megadrive beat 'em up.

Moving [illegible] level from the dire Game Gear version, this game is a Streets of Rage style scrap testing the Megadrive's capabilities to the limits. You can control any of the Rangers and when the need arises the Megazord and Falconzord fight against other boss characters. Six stages make up the [illegible] with [illegible] level thrown in. Although it has sideways scrolling, the chest adds up to an awesome joypad shaking experience. Or something.

THORPE PARK RANGER

Each Ranger has a set of of button and D-pad moves that, when executed, give a (pointless) special move. These manoeuvres are exactly the same for every character, meaning that all the moves are the same. But they vary in look as some of the Rangers have swords and gracefully 'spiey' things up a bit.

COMMENT

I thought the Game Gear version of this was bad, but this! This takes the biscuit, the jar and the cupboard. It's such a worthless title that it doesn't even warrant shelf space. The graphics are bog standard, Master System stuff, and are really dull. The Rangers have a couple of moves between them and that's it. The levels lack any creativity, and are no fun to play. And to top it all off, there are two enemies to beat up apart from the boss characters and even then they keep coming back later in the game. In short I wouldn't wish this game on even my worst enemy. Stay away.

COMMENT

MARCUS

Oh my giddy aunt, what do we have here? This handles like a donkey and looks like a throwback to the dark days of the first Streetfighter. There are few more cynical practises in the gaming world than trotting out second-rate product cloaked by a popular license, and Power Rangers is a prime example. This will inevitably be picked up by a load of Power Rangers fans regardless of review scores, but even they are going to have to be pretty fanatical to get anything out of it. Together with the similarly appalling Street Fighter: The Movie, it seems both the Saturn and the Megadrive are currently saddled with a pair of tie-in turkeys.

Go Go Go! The Rangers work out in preparation for the next Sega Poor cover

VR TROOPERS

The kiddies' TV shows are now at an all-time low.

Whoever thought that the Power Rangers was a good idea deserves to be shot, and then the pillock who came up with this warrants nothing less than decapitation and a severe kicking. MTV is a daft enough programme already without crappy rubber-costumed monsters beating up each other. How on earth you can play the game as well as watch it, I don't know. Anyway...

As you would expect, the [illegible] genius' behind VR Troopers [illegible] of nothing better to produce than a one-on-one beat 'em up. Whilst they were on the crest of a creative [illegible] they decided to throw in a story mode as well, bringing the number of fresh and new ideas up to [illegible]. This then lead to the [illegible] and the fresh, [illegible] ideas finally ran [illegible] character has [illegible] moves that are [illegible] familiar series of [illegible] presses, but should you own a six button pad, the speed for D-pad moves flows down the drain, as all the moves can be done using X, Y and Z. So we are left with another brilliant beat 'em up of the year. Maybe...

RELEASE:	SOON
PLAYERS:	1-2
BY:	JVC
MB:	16
PRICE:	TBA
GAME TYPE:	BEAT 'EM UP

GRAPHICS	48	EFFECTS	43
Same good variety but not [illegible]		No good punch sounds, or [illegible]	
ANIMATION	40	PLAYABILITY	40
Each character has about two frames.		So dull and boring. No excitement whatsoever.	
MUSIC	52	LASTABILITY	45
Annoying. Weak. Poor.		You won't want to play this twice.	

OVERALL 45

An understandably poor title with absolutely no redeeming features.

COMMENT

TELL US A STORY

If [illegible] this is the story mode then only the game [illegible]

COMMENT

instead of MK3, and even fans will be severely disappointed. Take it away and don't bring it back.

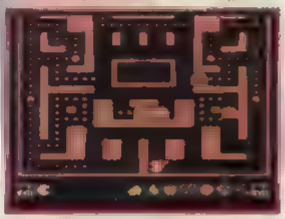
MS. PAC-MAN

RELEASE:.....OUT NOW
PLAYERS:.....1-2
BY:.....TIME-WARNER

MEG:.....4
PRICE:.....£19.99
GAME TYPE:.....PUZZLE

A long time ago, in an arcade far far away, there were no games consoles and only a handful of games. And they were all pretty good. One of the neglected game from the dark days of gaming is Pac-Man. It's easy to forget (if you're old enough to have remembered in the first place) the scale of the Pac-Man phenomenon – the little yellow guy enjoyed fifteen minutes of stardom in everything from endless rip-off 'sequels' to a range of player's guides which appeared in every self-respecting bookshop and school library.

But all that was many years ago. While our little round [illegible] munching his way around virtual heaven, the world [illegible]. Retro freaks are in for a treat, however, with Time-Warner's Megadrive version of Namco's original Pac-Man sequel – Ms Pac-Man. For the benefit of our younger readers, this is the drill: manoeuvre a munching yellow thing around a maze, gobbling every available dot. Avoid close contact with the patrolling ghosties. There's a little bit more to it, but that's essentially it.



To fully relive the early Eighties gaming experience we recommend you plug in the Soda Stream, squeeze into a pink rah-rah skirt and play Ms Pac-Man while listening to Spandau Ballet. On an Amstrad vertical record deck.

GRAPHICS 60
A faithful recreation of the classic coin-op.

EFFECTS 55
Sometimes everything flashes and there's a gloopy noise.

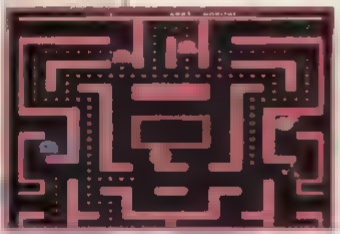
ANIMATION 57
Well, there's this little munching fella and, erm...

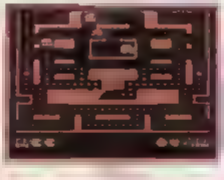
PLAYABILITY 62
The two player option is especially good, but...

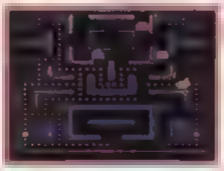
MUSIC 62
The same plinky plonky tunes we grew to love all those years ago.

LASTABILITY 68
...the 'not quite right' feel of this is an obstacle.

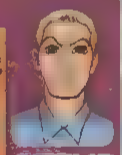
OVERALL 64
You can get used to the controls, but it's still a compromise.







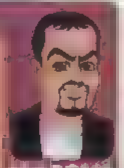
COMMENT



STEVE

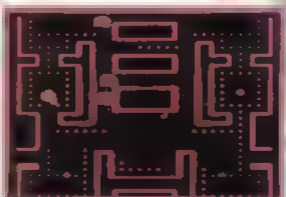
Do you realise that I would have been about 5 when Pac Man made his arcade debut? If this had been released about that time, it might [illegible] a bit of a stir, but now it just looks dated. I'd imagine most people interested in this type of game will have moved on to slightly better games like Zoop(?!). Don't get me wrong, if you want an arcade perfect conversion in the comfort of your own home, I can guarantee [illegible] to a tee. The most addictive part is the faithful wakka wakka, 'only one more pill to get' gameplay that keeps you munching, but I just don't think there is a market for this any more.

COMMENT



MARCUS

I'm pretty sure my memory isn't deceiving me - this isn't as much fun as it was all those years ago. Ms Pac-Man looks like a faithful recreation of the classic coin-op, and certainly features the right tunes, but it fails to come together in one vital area. The problem with this version of Ms. Pac-Man is that it doesn't feel right – playing this game on a joypad is an unfamiliar experience anyway, but when coupled with the decidedly sticky controls it really becomes quite a frustrating experience. This game is a classic which deserves to be in everybody's collection, but it seems that capturing its relatively simple charm has proved too difficult.



On later levels, difficulty is increased when sections of the maze disappear

HIT IT AND SMILE

[illegible] frenzy, [illegible] to your [illegible] to [illegible] (co[illegible] levels [illegible] big' [illegible] [illegible] [illegible] appear', [illegible] [illegible] flashing dingy lines to your hero's profile.

PAC-PANIC

T

PLAYERS: 1/2
BY: ..... PHILIPS

MEG: 8
PRICE: £19.99
GAME TYPE: ..... PUZZLE

GRAPHICS 76	EFFECTS 70
Gratifyingly basic and clutter-free.	Sparse, simple and only when required.
ANIMATION 73	PLAYABILITY 81
Fairly cute when the 'ghost fairy' descends to dissolve the spooks.	If you like Tetris, you'll definitely approve of the gameplay here.
MUSIC 75	LASTABILITY 87
	A

OVERALL 82

A neat twist on two classic puzzle games. Basic, but well worth a look.

The Pac ghosts descend, Tribble-like, to fill every nook and cranny of Tetris land.

COMMENT

Although this has obviously got far more to do with Tetris than Pac-Man, the hungry honcho makes an ideal addition to spin a twist on an old fave. And even though this remixed Tetris isn't an entirely original concept, the addition of the ghost gobbler should make it attractive to kids, or nostalgia freaks like me. Highlights include the two player head-to-head, where you can off load a bunch of your ghosts onto your struggling opponent if you're clever. This is an attractively priced and well-constructed puzzler likely to keep you amused for quite a while.

PUZZLE-TASTIC

The spook fairy sprinkles her disappearing dust.

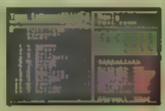
COMMENT

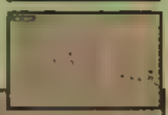
The Pac returns. Again. But to add a little spice to the equation, this time it's like Tetris. The main part of the gameplay here is fine, but despite the price, I don't think many people are going to bother with this. The graphics aren't brilliant, and are far too big. If they were smaller and more room was left for a wider area of play then it would have improved things. It's also a bit too slow to start with, although it does quicken up. OK for the price, but hardly jaw-dropping stuff.

AUSTRALIAN RUGBY LEAGUE

Not content with providing you 'orrible lot with the latest Fifa, these nice people at EA have gone and made another upgrade, but this time to their first rugby game, Rugby World Cup. However, for this latest creation they've gone and based it around the Australian version of our Rugby League, so all the players are wearing hats with corks on, the cheerleaders are Kangaroos, and the National Anthems are sung by Rolf Harris and his didgeridoo choir.

Don't be fooled – this isn't a version of Aussie rules football, the poor man's rugby. This is the rugby that Wayne Carning doesn't play – the one where you roll the ball between your legs once you have been tackled. The game is still similar to the original – in terms of the view point and the player animations – but obviously the teams and rules are a different. Play modes incorporate the standard friendly games and also national cups and inter state championships. Although the teams may seem very alien to most of you as the players are not called Bruce and don't have girlfriends called Sheila. Allegedly.





Queens beatboxx in his mouth rugby ball shock

RELEASE:	DECEMBER
PLAYERS:	1-4
BY:	EA
MEG:	16
PRICE:	£44.99
GAME TYPE:	SPORTS

GRAPHICS 80	Quite well presented, but nothing new.
EFFECTS 85	Good kicking noises and wincing from the players.
ANIMATION 83	Players are a little jerky, but generally good.
PLAYABILITY 81	Tough to master, but worth persevering with.
MUSIC 78	Not all that important for a [illegible]
LASTABILITY 82	Loads of different tournaments to play in.

OVERALL 81

The other half of rugby has been successfully ported over to console by the EA team.

MARCUS

have got away with the

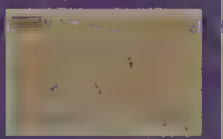
SMW

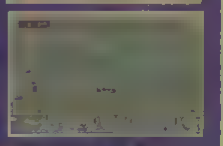
didn't particularly like the

Overall, this is isn't as unacceptable as it could have been, and is well worth a look if you're after something dif-

TIE ME KANGAROO DOWN SPORT

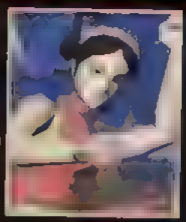
The "world" [illegible] is one of the states from down under. Apparently, it's regarded with high esteem when played, so you can expect to see lots of patriotic bickering and celebration when "your half" wins. Basically it's the North versus South, Left versus Right, as the cream of the crop from the New South Wales rugby league take on the best of [illegible]. It is a three [illegible] of gruelling encounters. Put another shrimp on the barbie, that's what I say.





KEYBOARDING
FOR JUST
£79·99
Go on live dangerously
Jump on a Casio board and start making your own music. With the CTK-50, for less than 80 notes you get a full size board with 49 keys count them.
With 100 built-in sounds from Piano to Synth-Bass and 100 different backing rhythms including Techno, Funk and Rock you might surprise yourself and take the first steps to that hundred grand recording deal.
If not, no matter, your guaranteed a load of fun just trying
Why listen to great music when you can make it yourself with Casio, the key to a great board.
Available from Dixons, all good music stores or you can order by telephone (Credit Card Orders Only) to be delivered to your home by calling Dixons Direct on 0500 101 010
CASIO

THE TOP TEN OF 1995



1. VIRTUA FIGHTER 2 (SATURN)

We know this isn't out just yet, but we got to review it so it's included. This was a unanimous fave amongst all of us, everyone agreeing it represents a genuine advance in gaming. The finest console game in existence, regardless of format or genre.

2. X-MEN:CHILDREN OF THE ATOM (SATURN)

The number 2 slot goes to another beat 'em up – a 2-D one. Some may say that this format is dated, but this was nevertheless realised with such integrity, humour and polish that it was difficult to resist.

3. EARTHWORM JIM 2 (MEGADRIVE)

The year a outstanding megadrive title, this slick and funky platformer proved that being limited in bit size needn't limit gameplay. A particular favourite with Gus, in our opinion this is an absolute purchase.

4. VIRTUA COP (SATURN)

Another of Sega's big guns that appeared just in time for Christmas. Never before has this type of shoot 'em up appeared on a home console with such sophisticated graphics or engrossing gameplay. Good with a joypad, superb with a gun.

5. BAKU BAKU (SATURN)

A big favourite with the ladies, this cutesy munchfest won everyone's hearts with its cheeky chomping chappies. Probably the least sophisticated, least pretentious and least offensive title we saw all year. And all the more refreshing for it.

6. FIRESTORM: THUNDERHAWK 2 (SATURN)

The appeal of this helicopter gunship series was lost on Gus, but the rest of the team whiled away many hours hovering over interesting terrain. And dropping bombs all over it.

7. ARENA (GAME GEAR)

This isometric title was the best of an above-average crop that appeared on the hand-held console during 1995. Sega told us to be prepared for something special and they weren't wrong – loads of levels, loads of puzzles, loads of weapons, loads of game.

8. VECTORMAN (MEGADRIVE)

A superb platform shoot 'em up that succeeded in breathing new life into a tired genre. The breathtaking quality of the smooth animation and detailed graphics were rivalled only by Jim 2.

9. COOL SPOT GOES TO HOLLYWOOD (MEGADRIVE)

This quantum leap from the original Cool Spot retained all its successor's charm and playability while adding a successful isometric viewpoint and some fiendish puzzles into the mix. The 32X version was even more bonkers, with some excellent bosses.

10. STORY OF THOR (MEGADRIVE)

The Megadrive RPG scene was dominated by Shining Force until this came along. Not only an RPG but an action adventure as well, this offers the best in swashbuckling gameplay and excellent visuals to match.

EGA

to Play

Cream of

ean

chines

57

IETIES

WHO'S IN THE BIN?

We decided to be charitable in choosing our least favourite games of the year so, in an attempt to preserve what relationships we still have with the software houses concerned, we've restricted our crap list to five. No prizes for guessing which game stands alone at the foot of the heap...

1. RISE OF THE ROBOTS (MEGADRIVE)

OK, it looks quite pretty but anyone seduced by this game's graphics will have been all the more disappointed by this narrow and cumbersome travesty. This evolved donkeys and certainly played like one.

2. VR TROOPERS (MEGADRIVE)

We thought the TV show was sad enough, but then this came along. Terrible graphics, zero playability and no reason whatsoever to even consider buying it. The year's most atrocious license cash-in.

3. COSMIC CARNAGE (32X)

This beat 'em up was intended to showcase the scaling powers of the 32X. In the event, Lego should have attempted to sponsor it, as it took the art of blocky graphics beyond even Picasso in his Cubist period.

4. UNNECESSARY ROUGHNESS (MEGADRIVE)

The programmers had some sense of humour coming up with this title, which was indeed a rough and entirely unnecessary attempt at American football. It was also Accolade's last UK title, bless 'em.

Cosmic Garbage – condemned to bargain bin hell. Avoid at all costs.

5. THE ADVENTURES OF BATMAN AND ROBIN (MEGA CD)

The gaming equivalent of a wet weekend on the M25. The only difference being that the deadly dull driving 'game' was less eventful. This mind-numbing Sunday spin was punctuated only by a couple of entertaining bosses and a bit at the end where you take to the air. But who will have stayed awake to find out?

CLOSE, BUT NO CIGAR

The following games only narrowly missed our top ten: Sega Rally ("Boring" – Lucy), Daytona USA ("Dated" – Marcus) and Bug! ("Repetitive" – Claire).

THE WISH LIST

In no particular order, these are the titles we're most looking *forward* to in 1996. It looks like the only surprise the Megadrive might have in store at the moment is the incredible Toy Story, but on the Saturn we're keeping our fingers crossed for...

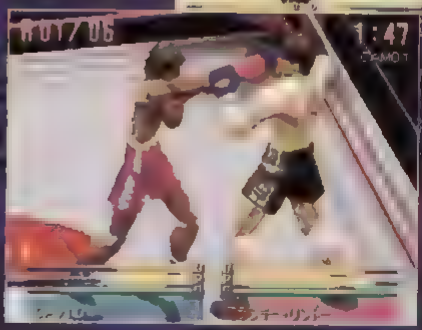
VAMPIRE HUNTER: DARKSTALKER'S REVENGE
STORY OF THOR
GUARDIAN HEROES
VIRTUA COP 2
FIGHTING VIPERS
MANX TT
MARVEL SUPER-HEROES
TOMB RAIDER
and a new SONIC title perhaps?

SEGA SATURN OUT NOW

Out Now is fast becoming a phenomenon. A Black Hole where chaos reigns. A wild place where even Sega's long rod of magazine discipline cannot be inserted; the land of the wild and the free. Translate that as the paper where games is lavished and slagging are given, just at that crucial point when the game is actually staring you in the face, on the shelf and begging you to buy. But on the bright side, this month's collection are actually all rather good...

VICTORY BOXING
JVC
£44.99
1-2 PLAYER
SPORTS

In some respects Victory Boxing performs better the more you play, in others worse. What is not in [illegible] as the best Saturn [illegible] making it [illegible] Virtua Fighter 2 [illegible] Sega's [illegible] Saturn [illegible] (this month's feature). The downside is the ease of [illegible] one-player game (despite it being a stop). If you want two-player action, with more realism than Virtua Fighting or Golden Axeing, then go ahead.



GALACTIC ATTACK
ACCLAIM
£44.99
1-2 PLAYERS
SHOOT 'EM UP

This is Layer Section, a Neko import of some months ago, repackaged with a [illegible] for the European market. We feel the Saturn [illegible] from a distinct lack of conventional shooter action at the moment, and on that aspect Layer Section fills a significant niche. It's much in the style of arcade games like Raiden, with utterly frenetic blasting but basic controls and gameplay. Occasionally the background graphics impress, but not nearly as much as many other recent Saturn games. This title is most seriously limited by its lack of variety in weapons and sight [illegible] Hard, but very do-able option.

OVERALL 76

It's a bit of grin for a while, but don't expect anything radical.

OVERALL 87

Few boxing games have ever hit the mark quite like this. Best for two human players.

FIRESTORM: THUNDERHAWK 2

CORE
£44.99
1 PLAYER
SHOOT 'EM UP

Core's timing with this top-rank helicopter gun'est couldn't have been better in our view. Christmas games have to be [illegible] PC

Sooner, so you probably [illegible] Saturn is, with its

graphics and epic [illegible] endeceses. Then it's [illegible] one hell of a challenge that faces you across 27 missions crammed with enemy hardware. If it has kept us satisfied over the last [illegible] bought to occupy

Only the scenery slipping leaves any lasting sense of disappointment, as some of the mountains do pop into view a bit awkwardly. However, if you rate your games in terms of cold, hard playability, then Core's first Saturn work is outstanding.

Concentrated action, and only on the Saturn in 1995. This is what we want.

GOLDEN AXE: THE DUEL

SEGA
£39.99
1-2 PLAYER
BEAT 'EM UP

This rather smart beat 'em up has arrived on the back of some favourable reviews, and it's a deserving case for [illegible] UK release. Sega take the traditional one-on-one [illegible] fighting style that Capcom have made their own and made a reasonable fist of it (geddit?). The characters are from the old Megadrive/coin-op Golden Axe series, but it's only crusties who will remember them now.

The game is made worthy by its speed, solid graphics and some amazing special moves which are worth practising (see guide this very issue). The only gilt-removing factor is Acclaim's forthcoming, and undeniably superior, X-Men, but you'll have another month to wait for that. Availability at least should make Golden Axe desirable.

It's solid, like Pedigree Chum. A fighting game of the old school, but elegantly made.

MEAN YOB

Greetings Yoblings, and welcome to the planet Yobula. Since I seized power, I have installed Claire and Lucy as my servants, Gus as the jester, Marcus as the messenger and Steve as my chamber maid. All have settled into their respective jobs well, apart from Steve who we caught stealing Yobcumbers several times. Presented for your perusal is another selection of hyperspace transmissions from my intergalactic neighbours. If you have any requests for housing grants or loans for the planet Yobula council to inspect and reject, do not hesitate to send them to: PLANET YOBULA,

YOB'S MAILBAG, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

QUARK

Dear Yob

In issue 38 I could not believe the amount of stupid letters you printed. It seems that half your readers are sarcastic buggers like James Cunningham. What a tosser. He based his whole letter on a stupid leaflet about a "potential Saturn killer" (the not quite as good as the Saturn) Playstation. WHO gives a toss. Then he went on to say that you don't for the money, and he says that he's a beloved fan of MEAN MACHINES SEGA. I'd hate to think of what he would say to a piece of crap like Sega Power. Anyway that's not the only annoying letter but it and talked about all of them could have used up a small rain forest which could have been used for other things like making your brilliant mag. Please print this or I will be forced to put you on my hit list which is growing every time I read your letters page.

I P Freely, Essex

YOB I P Freely – haven't you got a sister called Rusty Bedsprings? My letters page is a chance for readers to voice their opinion, albert good or bad, and yours falls into the latter category of tosh. The bloke in question had a problem, he writes in, and then I slaughter him for it. Who cares what they have to say, as long as they say it? I just hope that your pants are drying from the type of urine leakage that you seem to have adopted as a name.

ZYGON

Dear Yob

In November's mag, spotted a mistake in the Mortal Kombat 3 poster. I've spotted Nightwolf fighting Raiden when it says that five people have returned from Mortal Kombat 2 namely Shang Tsung, Jax, Liu Kang, Sub Zero and Kung Lao, and we've more from Mortal Kombat 1 Scorpion, Kano but no Raiden. Is he really in it?

Andrew Leese

No fixed abode

YOB If you actually played the game instead of trying to be a smart arse clever clogs, you might actually realise that this is Nightwolf's friendship move. Just in case that was too much for you, here it is again. Put your middle fingers on button A, then put your little fingers on button B. Now wiggle the pad with remaining moving bits and if that doesn't work, well at least you tried.

TRACTATOR

Dear Yob

As a hi-tech manufacturer I would have thought you could at least set a sensible question or at least phrase the one you set correctly. I refer to "How many planets are there in the Solar System?" Do you mean "How many planets are there currently believed to be in our Solar System?" There are currently believed to be nine planets, possibly ten so we'd like to stress what a ridiculous competition question you have set.

Barry Nunn, Yarmouth

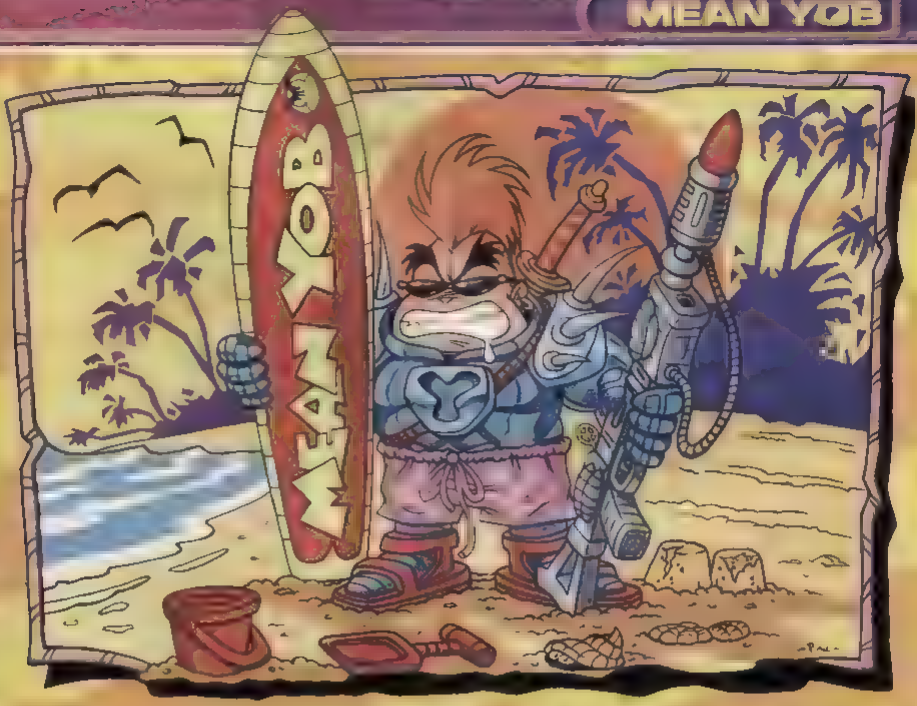
YOB One would assume that one can do with this letter, what one does usually with paper de toilette. Shove it up your crack! Obviously the question was far too complicated for an amoeba like you to comprehend, so instead of entering, one thought one would write a poncey letter, underlining the fact that one is an imbecile.

DRACONIAN

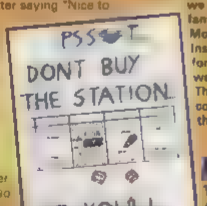
Dear Yob

Who do Sega Power think they are, taking the mickey out of you? My mate offered me a free December 95 issue of it so I jumped at the chance and he insisted I had it. Before I let it meet the bin, I thought I would see what this "Sado Pooer" had in it. I went through it, through the reviews of the games that are great but made to look like they belong where the mag belongs with the rubbish attempt at humour! The tips page had 16 games in it and none of them were for people who need help. They need help if they

Heberoke frenzy, by Tim Burnett from The Toon. Cutie-Wutie-Snuggly-Wuggly! Aahh!



read that lump of cheddar I read the letters page and what did I see? A reply for a letter saying "Nice to see that some people (like two notice our efforts to create a decent Pardon?) ing mag, not the shoddy misspelled tat that passes for quality work in some other [illegible] No [illegible] but they were taking [illegible] and Sega Mag [illegible] said [illegible] YOB Good to see a bit of reality [illegible] with the resident arrogant twat when it sees the [illegible] flaws of the [illegible] Sega Mag. I personally found it dead impressed. But we decided against basing a cover story on a completely uninspiring game and we also turned down the fantastic Aaahh Real Monsters for a cover story. Instead we decided to opt for a genuine Saturn world exclusive of Thunderhawk 2. No competition really is there?



WRITING

To the gits at MMS
After purchasing your latest issue I have to say that I am very unhappy with the Street Racer competition results (In case you're wondering I did Mr Madcap). I can take not winning but calling me sad was beyond a joke. My drawing was nowhere near as bad as the others there (Tommy for example) I can take a joke but that was being out of order. I sent you a letter asking you if you were still selling Gunstar Heroes for £21 well you can stick that up your arse, coz I ain't giving you £2 50p let alone £21
Reasons why I am not sad
1 I have NEVER purchased or read a single issue of Sega Power
2 I don't like the Power Rangers
3 I like the VR Troopers even less
4 I used to buy your magazine every month for a year
5 I like the X-Men a lot
6 I don't own a 32X or a Mega CD
7 I don't like Bad Influence
8 I don't use the word 'pukke'
9 I don't fancy Claire
I don't want your creppy black and white T-shirt anyway the game's utter crap. And why don't you grow up and stop doing Mean Yob like everyone else? He's just not funny anymore
Donald Wokoma, Bow, London
YOB Is it me, or is this guy more than slightly peeved? Now I will admit that his picture does look like it's in sad corner, but I can assure you that it's part of the 'close but no cigar' section. Check the border colour – the sad corner borders are purple and the others are in light blue. Polite answer over. Why don't you just sod off? Your picture may have been alright, but because you got your dad to pose for it it doesn't count. So we pushed him into an articulated lorry, after which we scraped his entrails off the wheels. You should be receiving them in the post very soon.

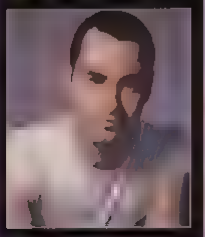
MANDRIL

Dear Yob
I've been looking through the past issues of MMS and I have found a strange recurrence of the same letter. It was first printed in issue 33 (July) under the heading 'Faces of Death' written by Savatage, London and was again printed in issue 37 (November) under the heading 'Botty Scrapes' written by Steven Tage, Birmingham. Are people copying earlier letters and sending them in? Is this a huge conspiracy? One more thing – doesn't Lucy Hill look exactly like Angela off 'My So Called Life'?
Mr. Parancia, and his wife Jim
YOB The person responsible for selecting my letters has since been moved to Plastics and Rubber Weekly. They now test the bendability of second-hand elasticated jock straps worn by mistake spotters like you, after a particularly nasty bout of the runs.

[illegible] Remember [illegible]

Q&A

Q&A must have been the thing furthest from my mind as I sat looking out the twenty-third floor window of the Tokyo Hilton, but we all come down to earth with a bump eventually. No one can accuse me of being too grand to converse with the common people. That's yourselves by the way. You'll notice that the long-awaited revamp picture of me hasn't arrived. The photographer was ill. Honest. So it will come next month although don't hold your breath. Instead, send a letter to TAKEOFF AND LANDING BUT, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, EC1R 3AU.



TAMA

Dear Gus
Please answer my questions about the next generation machines due to be released.
1. Does the Saturn play Megadrive games?
2. I currently wish to purchase a new machine, which would you recommend: Saturn or Ultra 64?
3. How much is the Ultra likely to cost?
4. What games are likely to be released with the Ultra 64?
5. Is the 32X compatible with the Multi-Mega?
6. Will there be a Sensi Soccer game coming out on the Saturn or the Ultra 64?
7. What would you say was better, cartridge or CD console? and for what reason(s)?
8. I am looking to sell a Multi-Mega but what do you think it's worth?
9. Will we see anything drastically new with the Ultra 64?
10. Will there be any new Zelda or other RPG's due for release on the Saturn or Ultra 64?

Richard Armstrong, Stockport

[illegible] 4. Nintendo ones. Honest. 5. Yes. 6. Can't see it for a [illegible]

7. This debate takes too long for this space. Maybe we'll do a feature on it. 8. £150 tops. 9. I guess so. 10. Dark Saviour on Saturn – read the interview.

TAILS

Dear Gus
Please could you answer my questions as this is the first time I have written to your magazine.

1. I own a Megadrive and I am thinking of getting Mortal Kombat 3 for my birthday. Will the [illegible] upgrade featuring the extra characters be coming out on the Megadrive and if so will it be a separate game or a plug-in cartridge?
2. Please could you put these games in order of greatness: Indy Jones' Greatest Adventures, Batman & Robin, Batman Forever, Protector, X-Men 2, Primal Rage, SOR 3 and Spot Goes to Hollywood.
3. In another magazine I read that Acclaim were planning to release an arcade WWF game. What happened to it? Will it be released on the Megadrive?
4. Will Street Fighter Legends or X-Men arcade games be coming out on the Megadrive?

PS. Your mag is brill!

Lee Coupland, Hinckley, Leics

GUS: 1. No upgrade, I'm afraid. The Saturn is the only format currently up for the enhanced version. 2. Human, MK3, Probotector, X-Men 2, Batman and Robin, Batman Forever, Primal Rage, Indy. 3. There's a Williams WWF game in the arcades. Wrestlemania is due for the Saturn. 4. Forget that straight away!

CLOCKWORK DOG

Dear Gus
I've purchased your mag since the very first issue, as in my own personal view, it's the best mag in the WORLD! I've some questions I'd very much like you to answer. Please print the replies. I'll be looking forward to your next issue.

1. Will there be a 4th Strike by EA?

and if so when?
2. Where would I get hold of King Salmon for the Megadrive?
3. Which game would you recommend: Cannon Fodder or Syndicate?
4. Would you say that Virtua Racing is THE top racing game for the Megadrive?

Paul Burgess
Warminster, Dorset

GUS: 1. Sometime [illegible] there must be [illegible] but no official [illegible] plans. 2. [illegible] favourite [illegible] Imagine [illegible] Sega [illegible] Acclaim. 3. [illegible] 4. Yes.

recesses of Hell. 3. Cannon Fodder is more fun. 4. I would say that Micro Machines '96 is.

JEFFRY

Dear Gus
Please could you answer these questions.
1. Should I sell my Megadrive or keep it for a couple of years?
2. Is Mortal Kombat 3 a load of rubbish?
3. Are Virtua games better than 2-D games?
4. Are there any decent games out on the Saturn that haven't been heard of yet?
5. Will there be any more Sonic games?
Kelvin McCafferty, Newsoungate, London.
GUS: 1. Keep it. There's some good stuff next year, and lots of excellent bargains around now. 2. No way. 3. Sega's Virtua games have all been excellent, but some 2-D games like X-Men are just as good. 4. We're bringing you the line-up as it happens. Look out for Indy 500, Fighting Vipers, Thor. 5. The Sonic team are working on a project right now...

VIRTUA CALENDAR

Dear Gus
Please can you answer these questions.
1. I'm thinking of upgrading to a Saturn. Is it worth keeping my Megadrive and CD?
2. Is it worth waiting for instance X?
3. Does there will be an upgrade for Saturn early next year, same true?
4. What percentage would you give the Playstation compared to the Saturn?
5. Do you think the Saturn should be able to play Megadrive games?
6. Why oh why are there crap games...

coming out for the Saturn?
P.S. Please print this letter so someone bet me a tenner you wouldn't.
Kelvin Thompson, Coalville, Leics.
GUS: 1. Why not? 2. The price has already dropped by £100. I don't think it will fall much below that for quite some time. 3. That's true.

4. What a stupid question. 5. I'd rather spend my money building a library of excellent Saturn games. 6. It has taken some time for programmers to work out the Saturn hardware. The newer stuff is in a different league from the early games.

LION

Dear Gus
I have never written before so please, please, please, print this letter in your fab mag as I need the answers to these questions very, very badly. I am totally stuck on whether to buy a Saturn or a Playstation, so these questions might help me to decide.
1. Will the game
production be
better on the
Playstation or

Saturn?
2. Last year I had an Amiga CD32 and they never really took off and the game production came to a halt. Please assure me that this won't happen to the Saturn or Playstation.
3. Which would you buy and why? Please be fair.
4. What is the difference between an RF lead and a Scart lead?
David Lowe, Worcester.
GUS: 1. Both machines have good games. Only Saturn has the top software development teams AM1, 2 and 3. 2. There is no way that the Saturn is a CD32 kind of machine. over 1,500,000 machines have already been sold in Japan. With the massive resources of Sega behind it, I'd say the machine certainly has a secure future. 3. I genuinely prefer the Saturn and its titles. 4. SCART is a telly system that produces a much clearer and sharper picture. RF is the same as a normal telly aerial and relays and inferior picture.

TEKKEN JIGSAW

Dear Gus,
This is the first time I have written to you, so please could you answer my questions.
1. Is Road Rash 3 any good?
2. What is your favourite Sega computer?
3. Is Judge Dredd any good? It looks rubbish.
4. What happened to Rayden in Mortal Kombat 3? He's not in...
6. If there's

going to be a Sonic 4, will there be some new characters?
Richard Sweeney, Hull / Gainsborough.
GUS: 1. It's okay. 2. Currently the Saturn. 3. It's okay. 4. Or Holiday Island? I don't know.

SANTA

Dear Gus
I have some questions concerning:
1. Is Saturn and Earl 3 any good?
2. Put these games from worst to best. Swamp Witch's Shadow, Micro Machines 2, Mokes Number 3, Primal Rage, Streets of Rage 3, Rise of the Robots, Fever, Jammy Park, Story of Thor, Earthworm Jim, Dynamite Headdy and Shining Force 2.
3. What is the worst game for the Megadrive?
4. Going off the subject, I keep my Datastrike while my Megadrive's broken. I was wondering if you knew how to get past the second door on Knightmare?
5. Is it worth getting a PC CD Rom?
6. How many Megadrive games are there?
7. How much money do you get from selling magazines?
Jerry Wallace, Leicester.
GUS: 1. What? There have been two games. 2. I've had enough of these Nets. Try the reviews each month. 3. Probably Dark Castle. 4. I haven't the foggiest. 5. If you like reading about spiders and Shakespeare I suppose. 6. Over 7. Lord Emap makes a ruddy fortune.

mega mart

MEGA DRIVE GAMES for sale, [illegible] cups, Jimmy White Snooker, Psycho Pinball, Chaos Engine, Mortal Kombat. £15 each, 3 for £40 or 5 for [illegible] Also loads of top games to swap [illegible] (01443) 835 492

MEGA DRIVE GAMES for sale, [illegible] Kombat I £30, Jungle Strike £20 [illegible] 3 £20 Super Wrestle Mania £15 [illegible] £15 Battle Squadron £10, Sonic [illegible] Back To The Future 3 £5 Batman £5, All V.G.C. Phone 01788 891 039. Must Collect.

SNES for sale with 4 top games including Super International Cricket and Starwing, will sell for £100 ono. Phone (01490) 450 306

MEGA DRIVE GAMES for sale, Street Fighter II £25, Arnold Palmer Golf £20, James Pond II £20, Golden Axe II £20, Tiny Toons £20, Flashback + Tiny Toons (Genesis) £20 each. Phone (01438) 716 675

MEGA DRIVE GAMES for sale, Rugby World Cup and Royal Rumble £35 or £20 each Phone (01355) 248 322 from 5pm - 10pm

MEGA DRIVE GAMES for sale, Sonic 2, Dizzy, Cosmic Spacehead, Castle Of Illusion, Haunting, Wiz 'n' Liz, Puggsy, [illegible] James Pond 3 All for £100 ono Buyer must collect (colchester area) for pay postage, phone 01255 678 923 after 5pm ask for Vicky. All in excellent condition.

SEGA 32X £80, Doom £30, Star Wars [illegible] £30 MEGA-CD2 with Road [illegible] £75 Sensible Soccer £15, Sonic [illegible] £15, Final Fight CD £10, MEGA DRIVE with 17 games also available, will sell everything for £290 phone 0121 353 9101.

MEGA DRIVE for sale 2 Pads Powerstick, [illegible]tGun, 21 games including Stargate, [illegible] Sampras Tennis, PGA Tour II, Desert [illegible] FIFA'95, Earthworm Jim Worth over £900, £450 all in, split possible call 01923 249 344 after 7.30pm answerphone before.

AMIGA for sale, 2 Meg 30 games £80 [illegible] Sensible Soccer, swap for EA Rugby NHL '95 Call Mark 0171 538 2960

MEGA DRIVE GAMES for sale!! Mercs, Terminator, Sonic 1 - £5, Desert Strike, Sonic 2 - £10, S.O.R. 2, Micro 1 - £15, Micro 2, FIFA'95, Jungle Strike, Urban Strike - £20, MK2, Earth Worm Jim, Virtua Racing - £25, Mega CD games, Silpheed, Jaguar XJ220 - £15. Call Simon (01932) 882 321

MEGA DRIVE with 9 games. All excellent condition, £150 ono. Games include; Earth Worm Jim, Jungle Strike, Dune II, plus other classics, Also sold seperately. Prices from £5 cash only, other offers considered when necessary you must collect or pay P&P phone (01788) 810108.

AMIGA 500 for sale with about 90 games including Sensible World Of Soccer, Cannon Fodder 2 Super Skidmarks, Premier Manager 2 and Goal 2 Joysticks and Mouse with Mat also included. All for only £170 call Oliver 0181 866 1765.

A4 CHEAT BOOKLET for Mortal Kombat 3 (Including be the bosses in MK3). Cheats never seen before for MK3. AMAZING! Tips & cheats all in one booklet. The most ultimate purchase for kombat fans, send an S.A.E. and £1.50 to Simon Davis, 75 Airdale Av. Chiswick London W4 2NN.

TO SWAP Super Adventure Islands for Killer Instinct or The Mask (SNES) call Adam 0171 402 3320.

AMIGA 500 plus 1Mb and Panasonic Printer for sale. Over 20 games including F1 GP, S.W.O.S. and SFII. price to sell £295 phone Marc on 01932 244560

MEGA DRIVE 2 for sale, complete with one 6 button and 2 standard joypads. Has 6 games - Eternal Champions, Quackshot, Three-in-one (Super Monaco, Alien Storm, Super Thunderblade), Ecco, worth £160 Price £120 ono Contact Chris on 0161 7949288 (Manchester).

MEGA DRIVE 1 + MEGA CD 1 + Master System Converter + 3 Joyads + 23 games, ready to run, extremely excellent condition, boxed, real bargain at an amazing price of £350 ono. Phone Jody now on (01308)425001.

MEGA DRIVE 2 for sale, boxed, 2 Joypads, 19 games including Theme Park, Mickey Mania, Micro Machines 2 Jungle Book plus loads more classics, all worth at least £600, selling for bargain price of £299 ono Tel 01923 245289

AMIGA 500 for sale, 2 joysticks, mouse with mat keyboard cover double row disk box and 38 games instructions included £260. Wordworth for Amiga also for sale, hardly used, boxed, £35 (was £55) Tel Derek on 0141 887 9009

MEGA CD2 32X with 18 games including Soulstar F1, Batt ecorps Batman Returns Doom, V. Racing, Afterburner, Star Wars, worth £800, sell £320 ono. Will consider splitting. Contact Daniel 01933 673206 Northants.

FOR SALE Megadrive and 6 games and Mega CD and 25 games and 32X with 1 game plus magazines and 2 joypads worth £1400 will sell for £500 - what a bargain! Tel Derbyshire 453045

FOR SALE 32X with 3 games, Megadrive with 6 games everything boxed Worth £550 sell for £200 01684 564019

MEGADRIVE WITH 30 games including Sonic 1,2,3 & 4, MK.I, SSFI., Urban and Jungle Strike, Action Replay II and Game Genie with cheat book. 3 joypads 1 joy stick. All in good condition for just £350 Tel Ricky 01247 38232 after 6 30pm

JAP SEGA Saturn with VF VF Remix Daytona, Panzer Dragoon 2 joypads PSU, SCART lead Sell £400 Tel Seth on 01286 871515

MEGA DRIVE for sale 2 contro pads 1 Arcade Power Stick 2 plus 4 games Cost £130. Call James 0181 398 4832

FOR SALE C.C with loads of accessories, £120, and MS £50 ono or both for £110. Call Adam 01875 833 296 Scotland .

MD GAMES for sale NBA Jive 95, F1 £15 NHL 95 College Football Davis Cup M A I Boxing Road Rash 2 Lotus 2, Sonic 2 Super Kick Off Bulls v Blazers £10 Sonic 1, Agassi, Outrun, 2019 £5 Ring Peter after 6pm (Edinburgh) 0131 664 0284

MEGADRIVE INCLUDES 2 joypads and 4 fabulous games. Cannon Fodder, Pitfall, Turrican, Sonic incredible price - £99! Call Harry on 0161 224 2025.

MEGA CD 17 CD games £280 Megadrive, 4 carts, 4 joysticks etc. £100 SMD 16MBIT 340 disks £300 0181 4260138

32X FOR sale 5 games VR Deluxe Doom Star Wars, Afterburner, 6 months old, all fully boxed with instructions, excellent condition £225 Call 0181 330 6454 (Surrey Worcester Park) Also brand new Mortal Kombat 2 (32X) included.

MEGA DRIVE with 4 joypads (2 have 6 buttons and autofire), 14 games including Sonic 2 & 3, Micro Machines Super Street Fighter 2, Flashback and Virtua Racing. Cost me £345, Selling for £175 ono. 01925 604634

MEGA DRIVE and Mega CD for sale with 21 games including Theme Park CD Micro Machines 96 All boxed with instructions worth £900 going for £400 If interested contact Jonathan Baughen 01923 820191 I am not selling seperately

WANTED Really good Mega Drive games (Not F1) Will pay reasonable prices Things like Theme Park Lethal Enforcer 2 Super Skidmarks etc Ring me about ANYTHING tips books pads etc , ring (0535) 215394 and ask for Chris (after 6pm Monday to Sunday)

mega mart

looking for that hard to find cart?? sorted.
trying to sell your unwanted games?? no problemo.
want a pen pal who likes what you like?? piece of cake.
whether you want to buy, sell or swap, the MEGA MART is for you!

here's what to do

For just £1 you can have your very own advert containing up to 20 words! Or if you've got money to burn and have plenty to write, an extra golden nugget will buy you another 20 words - yep, £2 for 40 words! So fill in the boxes below, stick it in an envelope along with a cheque or postal order made payable to MEAN MACHINES and send to: MEAN MACHINES MEGA MART, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Please allow up to six weeks for your advert to appear.

here's my message for the MEGA MART...

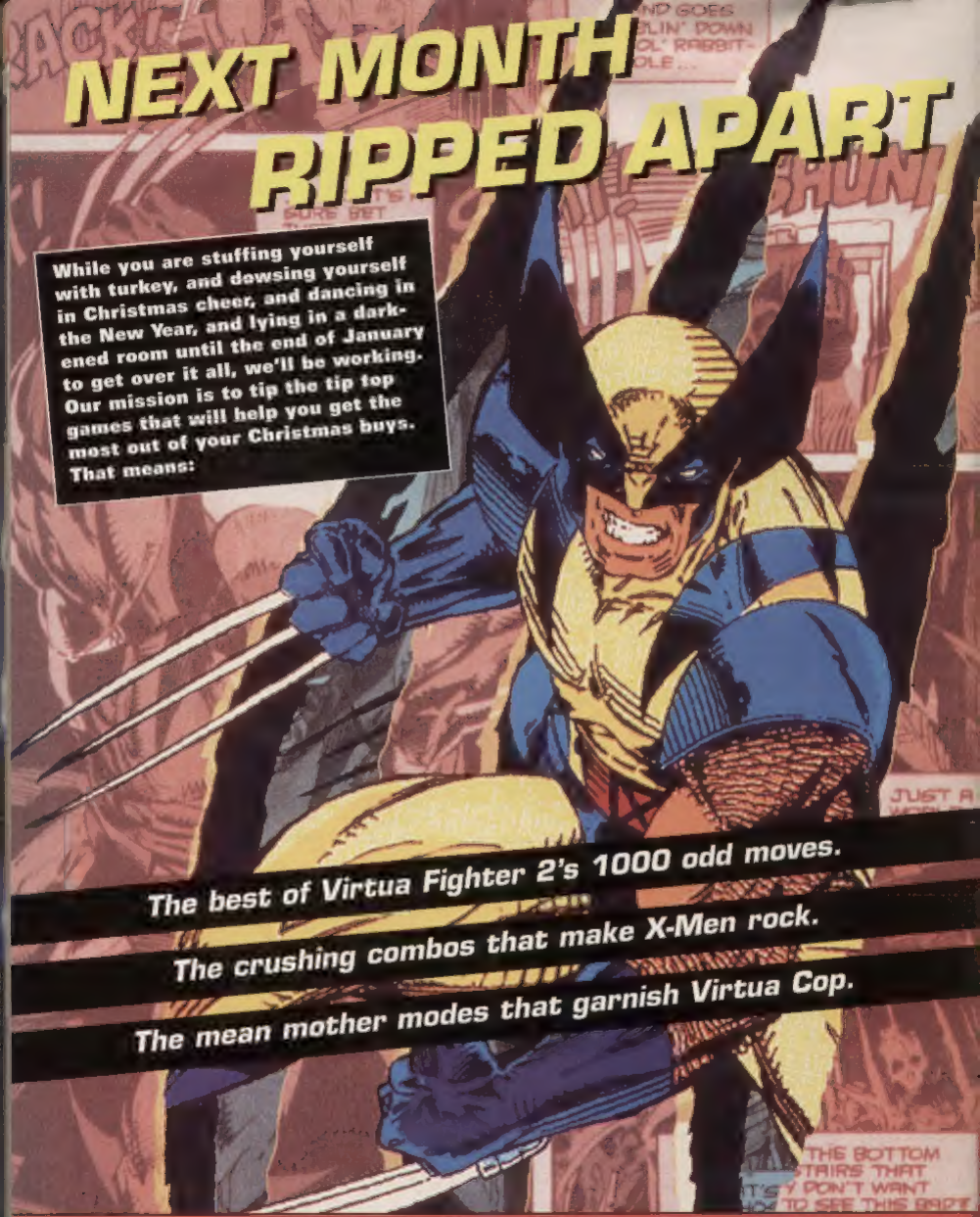
Fill in this box for £1.00 (20 words)

Fill in this box as well for £2.00 (40 words)

PLEASE NOTE:
1 word per box. Phone numbers equal 1 word. Use capitals and write neatly to avoid mistakes!

MEGA MART is for private advertisers only. Anybody sending in a trade advert will not have it published. Your cheque won't be cashed and no correspondence will be entered into. However, if you are interested in placing a trade ad, please contact Liza Hawkes on 0171 972 6700 now!

name
address
postcode
telephone


NEXT MONTH
RIPPED APART
While you are stuffing yourself with turkey, and dewsing yourself in Christmas cheer, and dancing in the New Year, and lying in a darkened room until the end of January to get over it all, we'll be working. Our mission is to tip the tip top games that will help you get the most out of your Christmas buys. That means:
The best of Virtua Fighter 2's 1000 odd moves.
The crushing combos that make X-Men rock.
The mean mother modes that garnish Virtua Cop.

In addition, there'll be New Year reviews galore, with a host of Japanese software making its way through customs: In the Hunt, Darius 2, Darkstalkers 2, Robo Pit, Gun Bird, Guardian Heroes. Software from other parts of the globe will include Ghen War, The Horde, Solar Eclipse, Mystaria and the long, long-awaited Fifa on Saturn. Just to make sure you tune in, we'll be bringing you progress on Ultimate Mortal Kombat 3 from GT Interactive. We have the feeling we'll be seeing you then.

MEAN MACHINES SEGA. OFFICIALLY ON SALE 28TH JANUARY

GAMEplay

PRICE! CHOICE! QUALITY! SERVICE!

THESE HAVE MADE US THE FASTEST GROWING COMPUTER AND VIDEO GAMES CLUB IN THE COUNTRY !!

MEGADRIVE

THE NEXT GENERATION OF SPORTS GAMES IS HERE !! EA SPORTS

ALL THE FOLLOWING RECOGNISTERS AND JUST

- FIFA Soccer '96
- NBA Live '96
- NHL Hockey '96
- PGA Golf '96
- NFL Madden '96

Powerdrive	£21.99
Power Rangers The Movie	£25.99
Premier Manager	£32.99
Primal Rage	£42.99
Psycho Pinball	£22.99
Rotar	£33.99
Rise of the Robots	£37.99
Robocop v Terminator	£38.99
Road Rash 3	£33.99
Rugby World Cup '95	£22.99
Samurai Shodown	£35.99
Shining Force 2	£35.99
Skeleton Krew	£31.99
Sonichog	£31.99
Soleil	£36.99
Sonic & Knuckles	£28.99
Star Trek - Deep Space 9	£39.99
Street Racer	£35.99
Super Skid Marks	£35.99
Syndicate	£31.99
Theme Park	£44.99
Theme Park	£35.99
The Odd	£CALL
Toughman Boxing	£24.99
Total Football	£39.99
Victorian	£36.99
Virtua Racing	£36.99
VR Troopers	£38.99
Waterworld	£33.99
Wrestlemania the Arcade	£42.99
Worms	£37.99
X-Men 2	£35.99
Zero the Kamikaze Squirrel	£25.99
Zoop	£31.99

Aaahh Real Monsters	£CALL
Australian Rugby League	£36.99
Bayman Forever	£41.99
Beavis & Butthead	£35.99
Brian Lara Cricket	£22.99
Bonkers	£33.99
Cannon Fodder	£29.99
Chaos Zone	£25.99
Coin Slot (Goes to Hollywood)	£CALL
Demolition Man	£25.99
Dynamite Headdy	£24.99
Earthworm Jim	£31.99
Earthworm Jim 2	£42.99
Ecco 2 - The Tides of Time	£24.99
Fever Pitch Soccer	£29.99
FIFA Soccer '96	£36.99
FIFA '95	£22.99
FIFA Soccer '96	£36.99
Flink	£25.99
Frank Thomas Baseball	£39.99
Gadget	£32.99
George Foreman Boxing	£36.99
Indiana Jones' Greatest Adventures	£32.99
Judge Dredd	£39.99
Jurassic Park Rampage Edition	£29.99
Kawasaki Super Bikes	£33.99
Light Crusader	£39.99
Lion King	£39.99
Man Utd Champ Soccer	£32.99
Marblemadness	£35.99
Mass Havoc	£38.99
Mega Bomberman	£28.99
Mickymania	£22.99
Micro Machines 2 '96	£36.99
Mission Impossible	£24.99
Mortal Kombat 3	£47.99
MS Pacman	£24.99
NBA Jam Tournament Edition	£42.99
NBA Live '95	£21.99
NBA Live '96	£36.99
NFL Quarterback Club '96	£29.99
NFL Madden '96	£36.99
NHL Hockey '95	£20.99
NHL Hockey '96	£36.99
Pebble Beach Golf	£29.99
Pete Sampras Tennis '96	£36.99
PGA Golf Tour '96	£36.99
Phantasy Star 4	£38.99
Phantom 2040	£24.99
Pinocchio	£CALL

32X

SPECIAL OFFER

32X + Virtua Fighter	£126.99
32X + Virtua Racing	£117.99
32X (No Game)	£89.99

Chaotix	£38.99
Doom	£37.99
Fifa '96	£38.99
Kolibri	£38.99
Metal Head	£28.99
Mortal Kombat 2	£24.99
NBA Jam Tournament Edition	£26.99
Night Hunter	£26.99
Star Wars	£29.99
Stellar Assault	£29.99
Super Motocross	£32.99
Tempo	£CALL
Virtua Fighter	£28.99
Virtua Racing	£29.99
X-Men	£38.99

SEGA SATURN

CHOICE 1: Saturn & nominated a game £389.99

CHOICE 2: Saturn & Virtua Fighter Remix or Daytona or Panzer Dragoon £324.99

CHOICE 3: Saturn & Virtua Fighter Remix & either Daytona or Panzer Dragoon £349.99

ALL CHOICES INCLUDE ONE EXTRA GAMEPAD, SCART & RGB AMPLIFIER

BUT AN RF LEAD AT THE SAME TIME AS A SATURN FOR JUST £14.99

BUT A SECOND PAD AT THE SAME TIME AS A SATURN FOR JUST £12.99

Alone in the Dark 2	£CALL
Bug	£37.99
Clockwork Knight	£37.99
Clockwork Knight 2	£37.99
Daytona	£37.99
Daytona Racing	£42.99
Digital Pinball	£42.99
Fifa Soccer	£42.99
Int. Victory Goal	£42.99
Nba Jam '96	£42.99
Nights	£42.99
Panzer Dragoon	£37.99
Panzer Dragoon 2	£42.99
Pebble Beach Golf	£37.99
Primal Rage	£37.99
Rampart	£37.99
Robotica	£37.99
Sega Rally	£42.99
Shinobi	£37.99
Shinobi X	£37.99
Sim City 2000	£37.99
Theme Park	£37.99
Thunder Hawk 2	£37.99
Victory Boxing (Pal)	£37.99
Virtua Cop + Light Gun	£49.99
Virtua Fighter	£37.99
Virtua Fighter 2	£42.99
Virtua Hydlide	£37.99
Virtua Racing	£37.99
Wing Arms	£36.99
World Cup Golf Pro Edition	£CALL
World Series Baseball	£36.99
X Men - Children of the Atom	£CALL

ACCESSORIES

Pads 8 Direct Fire - 8 Buttons with Independent Turbo Fire & Slow Motion	£15.99
Official Sega Saturn Control Pad	£24.99
Arcade Racer Steering Wheel	£49.99
Memory Cartridge	£38.99
Multi-Player Adaptor	£28.99
Virtua Stick	£34.99
RF Unit (Saturn comes with RGB Scart Cable)	£16.99
CDX Convertor - Play imported Saturn games on your UK Saturn	£25.99

Saturn Mpeg Cartridge - Allows you to enjoy the highest quality pictures ever by playing video CD through your saturn..... £159.99

CALL FOR CURRENT LIST OF VIDEO CLIPS

SONY PLAYSTATION

£279.99

Destruction Derby	£39.99
Fifa '96	£39.99
Fifa 96	£39.99

ACCESSORIES

Megadrive Master System Converter - Play all your classic master system games on both the Megadrive 1 & 2 ..... £19.99

American/Japanese Mega Drive Convertor - Play imported American or Japanese games on your U.K. Megadrive £14.99

Swiss Programmable Pad - Six Button Pad with Turbo-Fire, Auto-Fire, Slow Mode & Super Slow Mode £16.99

Usb 2 in 1 Joypad - Works on both Megadrive and SNES - 8 buttons with turbo, auto fire, slow motion and audio trigger control £16.99

Phase 9 Gradius Pad - Six Button with Auto-Fire & Slow Motion £11.99

Mega Drive Scart Cables (specify 1 or 2) £9.99

CD Back Up Ram Cart. for Mega CD £29.99

Mains Adaptor for Megadrive £9.99

Mains Adaptor for Game Gear £8.99

Pro Action Replay 2 Gamer Cartridge £36.99

MEGA CD

Mega CD 2	£89.99
Another World 2	£36.99
BC Racers	£36.99
Earthworm Jim	£36.99
Ecco	£33.99
Fifa Int Soccer	£37.99
Eternal Champions	£33.99
Hellfire	£32.99
Pacific Fish Special	£32.99
Wizard Pinball	£29.99
Power Rangers	£36.99
Road Avenger	£19.99
Sensible Soccer	£19.99
Sewer Shark	£33.99
Silpheed	£19.99
Soul Star	£19.99
Supreme Warrior	£30.99
Tomcat Alley	£29.99
Time Pilot	£33.99
Tomcat Alley	£29.99

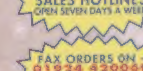
GAME GEAR

Earthworm Jim	£25.99
George Foreman Boxing	£16.99
Gadget	£25.99
Micro Machines 2	£25.99
Mortal Kombat 2	£24.99
Sonic Drift Racing	£25.99
Tom's Columns	£20.99
Wizard Pinball	£29.99

HYPERSCORE

YOU KNOW THAT YOU ARE THE BEST AND YOU WANT EVERYONE ELSE TO KNOW TOO! With Hyperscore you can prove it! Simply attach one end to your megadrive and one end to your phone line & Hyperscore will record your best performance onto fastest where everyone can see it..... £29.99

ATARI LYNX II



Colour Hand Held Console & Batman Returns £1.99

Lynx I +World Class Soccer £31.99

Atari Lynx II inc game! £4.99

Mains Adaptor £10.99

70 Titles Available + Accessories - Call!!

The Link to the Next Generation - Powered hand-held available with full colour, 16 bit graphics. Stereo sound & a back-lit screen for perfect viewing in the dark.

A.P.B.	£16.99
Batman Returns	£19.99
Bill Elliott's NASCAR Challenges	£19.99
Blockout	£19.99
Blue Lightning	£19.99
California Games	£24.99
Chip's Challenge	£19.99
Checkered Flag	£24.99
Crystal Mines	£19.99
Desert Strike	£19.99
Dirty Larry	£19.99
Electro Cop	£19.99
Electronic Soccer Challenge	£19.99
Gates of Zendocon	£19.99
Hydra	£19.99
Ishido	£19.99
Ninja Gaiden	£19.99
Pinball Jam	£19.99
Qix	£19.99
Super Off Road	£24.99
Tournament Cyberball	£19.99
Turbo Sub	£19.99
Shadow of the Beast	£19.99
Wing Gods	£19.99
World Class Soccer	£19.99

PRIZE MEMBERSHIP

FREE MEMBERSHIP! Simply fill in your details on the order form at the bottom of this page. No purchase necessary.

Extra fast delivery. 3-5 working days on stock items. Please allow an extra 7 days for clearance if sending a cheque.

All items ordered from us are fully insured against loss or damage.

All goods are fully guaranteed. If any item doesn't work as it should, we'll replace it immediately. No quibbles.

1000's of titles available. If you can't see the item you want, please ring as stock arrives daily. Software and accessories available for all machines.

Sony Playstation - £279.99 · 3DO - Fifa Soccer - £199.99 · Jaguar CD Rom Drive - £149.99 · Quad Speed CD Rom Drives - £139.99

01924 473187
SALES HOTLINES
OPEN SEVEN DAYS A WEEK

FAX ORDERS ON - 01924 420060
(24 HOURS A DAY)

- Lines open 9am-8pm Mon-Fri, 9am-7pm Sat, 10.30am-4pm Sun. Answerphone all other times.
- Order by credit card, cheque, postal orders or cash (please send cash in a registered envelope for your own protection).
- 1st class delivery free of charge U.K. mainland. Optional next day delivery £4.00. Please order before 3pm to ensure immediate despatch.

GAMEplay

Cut Out This order form and post to : **GAMEPLAY, 513 BRADFORD ROAD, BATLEY, W. YORKSHIRE WF17 8LL.**

Name: ..... Customer No: .....

Address: .....

Postcode: ..... Signature: .....

Tel: ..... Fax: .....

Cash ☐ Cheque ☐ Postal Order ☐ Card ☐

Card Number ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Expiry Date ☐☐/☐☐ Issue No ☐☐

Please keep counterfoils if sending postal orders. Only send cash in a recorded/registered envelope.

Item	Machine	Price
		£
		£
		£
		£
		£
		£

Postage is FREE for all orders shipped within the U.K. Overseas postage - £2.50 per software item. Optional next day delivery available for £4.00. Please allow before 3pm to ensure immediate despatch.

P&P £

TOTAL £

Cheques payable to 'Gameplay'. Prices correct at time of going to press. E & OE

MM2

the birth of a star...

the ultimate 21st century boy, graces the world stage...

guitar playin', hair sprayin', devil slayin'...

...a string of number one tracks, this boy is bigger than the Beatles

in the grasp of the devil El diablo...

...the god of hellfire covets the stars guitar, help our hero battle for his axe..

it's only rock & roll

...but some things are worth playing for.

JOHNNY BAZOOKATONE

Releasing December '95

3DO SEGA SATURN PC CD-ROM PlayStation

US GOLD